Wizardry®

PROVING GROUNDS OF THE MAD OVERLORD

A Fantasy Role-Playing Simulation

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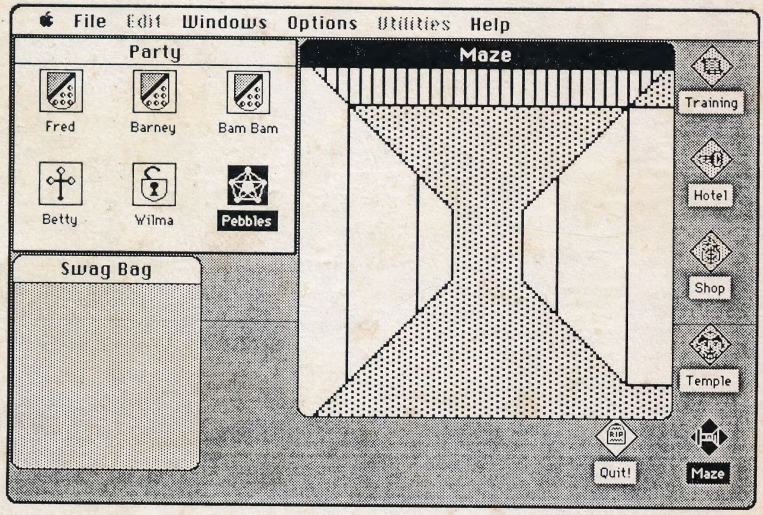

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Wizardry®

PLAYER'S GUIDE
for your Macintosh

A Game of Fantasy & Adventure

by Andrew Greenberg and
Robert Woodhead

SIR-TECH
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First Edition

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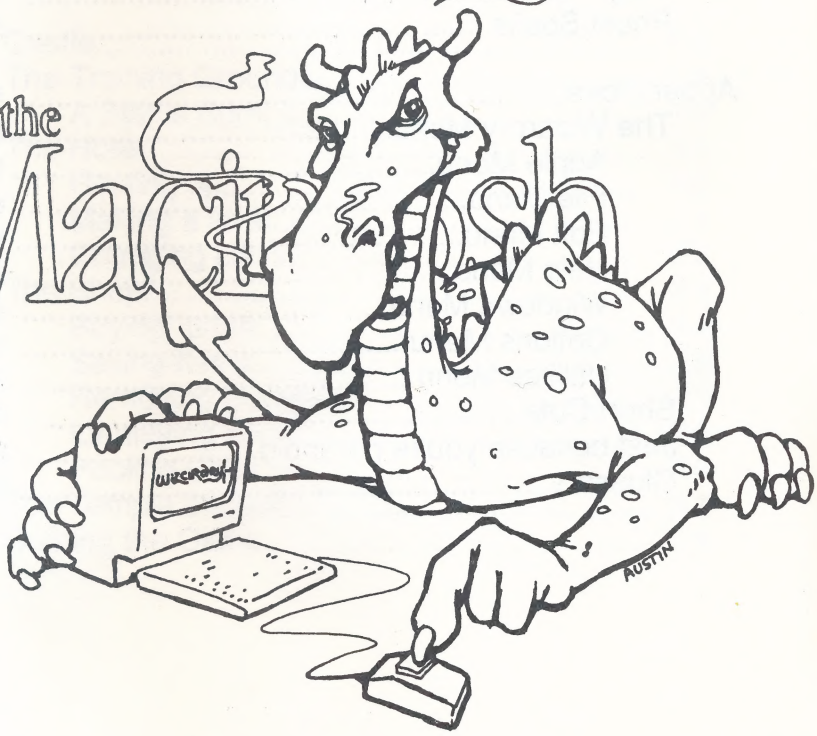
Welcome to the World of Wizardry®

for the Macintosh



Journey to a land of Wizardry

The **Wizardry** program is truly magical. It turns your Macintosh into a portal that can transport you to a time long ago, before Mankind turned to technology as the basis for Civilization. In the days of the Age of Magic, Men were Real Men, Women were Real Women, and everything else was Real Scared. The world was full of brave warriors, evil wizards and fearsome monsters. The good guys were really good; the bad guys were really bad; and the guys in-between were usually caught in the crossfire between the good guys and the bad guys!

With the help of the **Wizardry** program, you will be able to create and captain a party of brave adventurers, who will explore a maze filled with great rewards and fearsome monsters. If the adventurers are brave, resourceful, and lucky, they may be able to find the lair of the evil wizard Werdna, defeat him, and return his amulet to their patron, Trebor.

Characters

Each character is a unique individual, with strengths, weaknesses, and special abilities. A character is described in the game by his Statistics, Characteristics, Possessions, Experience, and Class.

Statistics are the basic measure of a character's ability to do things. The higher the statistic, the better the character's performance.

- **Strength** affects your skill in combat.
- **I.Q.** and **Piety** influence your ability to cast and resist spells.
- **Vitality** affects your ability to withstand damage.
- **Agility** helps you avoid attacks and open treasure chests.
- **Luck** comes to your aid in many mysterious ways.

Characteristics are the basic physical and emotional descriptions of your character. The most important is **Race**. **Wizardry** characters can belong to one of five races. Each race has different strengths and weaknesses, most visibly reflected in the minimum Ability values (statistics) for each Race.

- **Humans** are jack-of-all-trades characters. They excel at nothing, but have no particular weaknesses, either, except for a decided lack of Piety.

- **Elves** are intelligent and pious, but not very hardy. They make good spell casters.

- **Dwarves** are strong and robust, and make excellent warriors.

- **Gnomes** are pious and agile, probably from worshipping underground during earthquakes. They make excellent Priests.

- **Hobbits** are agile and very, very lucky. They make excellent Thieves.

Another important characteristic is **Alignment**, which describes your character's general ethical outlook.

- **Good** characters are really good. They go out of their way to help old ladies cross the street.

- **Neutral** characters take life as it comes. They would help an old lady across the street if they also happened to need to cross it.

- **Evil** characters are not really evil when compared to some of the things they fight in the Maze. They are self-centered, and always want to know "what's in it for them." Evil characters won't help old ladies across the street; young ladies, on the other hand, might be assisted.

    - **Note**: In the above, we are assuming the adventurer is male, as we may sometimes do in this Guidebook. **Wizardry** is, however, an Equal Opportunity Universe, where female adventurers are not only common, but have been known to help old men across the street!

Of great importance to spell-casting characters are their **Spell Books**, which list which spells they are able to cast. These characters also have **Spell Points**, which may be used to cast the spells they know.

Spells are divided into two broad categories; **Magical** and **Priestly**. Within each category there are 7 **Levels** of spells, from weak Level 1 spells to the powerful Level 7 spells.

Other important characteristics include **Hit Points**, which describe how much damage a character can tolerate before death, and **Armor Class**, which describes how well protected the character is.

Possessions are items, mundane or magical, which the character has bought or found. Gathering and maintaining the best possible possessions is a major pastime for **Wizardry** adventurers, as they can make the difference between life and death!

Among the most important possessions of your character is **Gold.** When your character begins life, he has a small allowance, his ancestors' legacy -- barely enough to buy some simple armor and a few paltry weapons. As your character explores the Maze, he will find great riches in gold, which may be used to purchase better items, procure food and lodging, and perhaps occasionally acquire the services of a high priest to cure, heal, or even resurrect a friend.

The number and variety of items found in **Wizardry**, including weapons, armor, and magical items may be a little bewildering at first. We won't tell you how the items work, but do offer some general guidelines here.

Not all magical items may be used by every character. Some items may be used only by specific character classes. For example, Mages may use neither plate, nor chain armor, nor swords. You will learn what works by practice and experience.

You never see most of the characteristics which define the behavior of items; rather, these properties influence the game in subtle and complex ways. To begin with, many items have alignment, as your characters do. Some items are Cursed, and cannnot be discarded without special magical assistance.

Cursed items, however, are not the same as Evil items, although they may indeed be of Evil alignment. You usually can't tell an item's alignment by its name; and if items and the characters equipped with them are incompatable, strange things may happen.

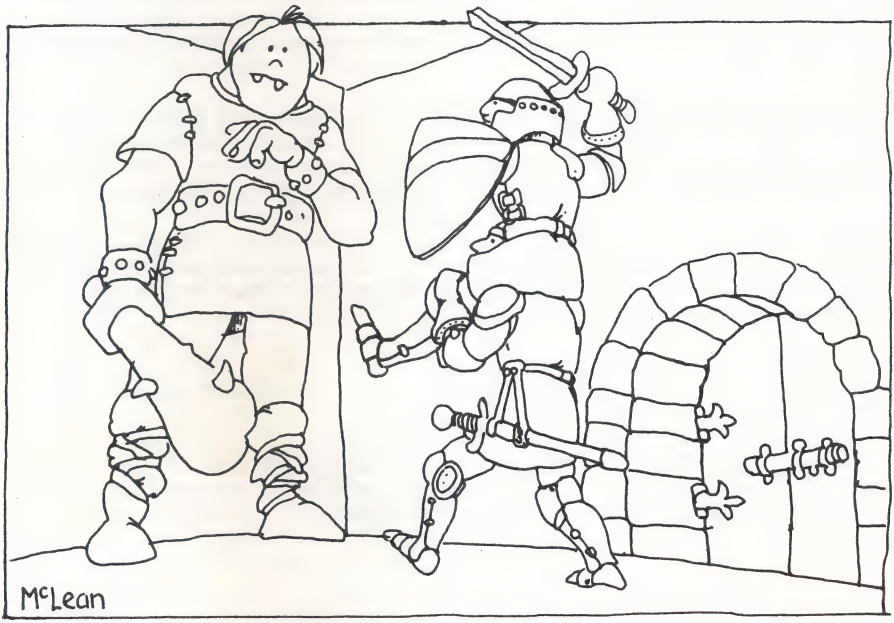
Some items may be used to cast spells. These usually wear out after several uses. Some will evaporate upon their first use, while others may retain their magical "charge" forever.

Certain magic items are associated with special powers which will only become manifest when you invoke them. When you try to equip yourself with such an item, you will be asked if you wish to invoke its power.

Experience is a measure of the character's mettle and abilities, as tested in the Real World. Where the Abilities and Characteristics describe the character's potential, perhaps the best way to measure the ability of a character to help the party is by his Experience Points.

A character can gain experience points only through the test of steel, in real combat with a mortal enemy. There, and only there, can the character's potential be truly measured. After each combat, all surviving members of the party will receive a number of **Experience Points.**

As the character gains experience, certain thresholds will be passed, depending upon his Class. When that number of **Experience** points are obtained, your character is said to have made the next **Level**. The character's level affects the spells known, spell points available, fighting ability, and hit points. When a character makes level, he is able to do things better and survive longer.



All of a character's Abilities and Characteristics combine to help you determine his **Class**. A Character's class is a sort of job description. It describes what the character has trained himself to be. A character can only belong to one class at any time, although he can occasionally change to a new class. Each class has

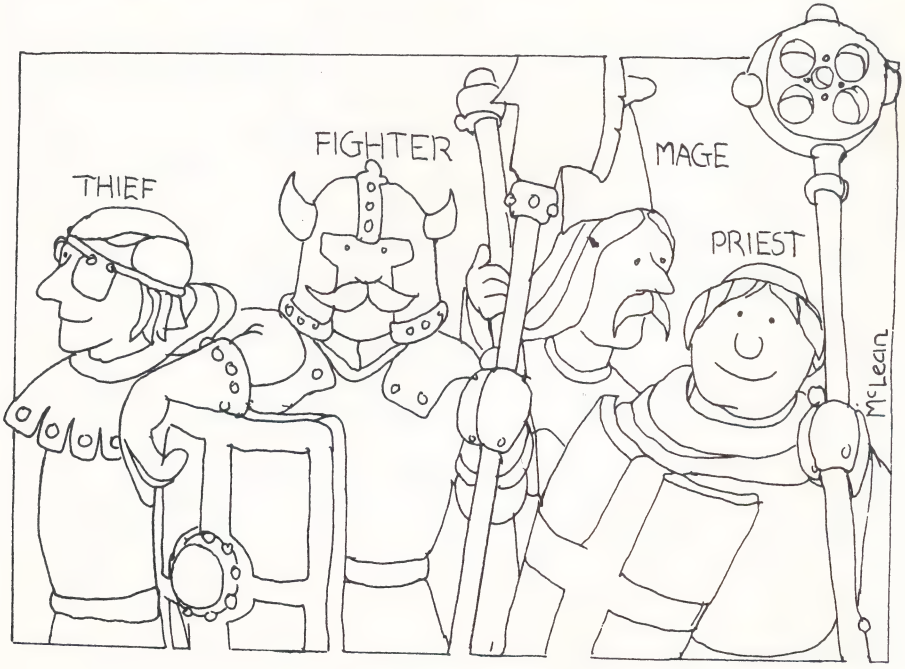
special restrictions as to Abilities, Alignment and Possessions, and the special training provided to class members gives unique and special abilities. The eight classes are:

• **FIGHTER:** The basic man-at-arms. Fighters need 11 or more Strength points, and characteristically have high Hit Points. They can use any armor and weapons, and are reliable in combat. They may be of any alignment.

• **MAGE:** The sorcerer. Mages need a minimum I.Q. of 11, and have poor hit points. They can use only daggers and staffs as weapons, and can wear no armor except for robes! They can use magical spells, however, and may be of any alignment.

• **PRIEST:** The holy one. Priests have a minimum Piety of 11. They have fairly high hit points, and, although they cannot wear helmets, may use most any armor or shield. Priests do not fare as well in combat as Fighters, and must use specially consecrated weapons, such as maces and flails. Priests have unusual abilities, however: in addition to throwing priestly spells, they can Dispell monsters. Priests may not be of Neutral alignment.

• **THIEF:** The trickster. Thieves have at least 11 Agility points, and generally get better hit points than Mages do. Their weapons are daggers or short swords; they can wear leather armor and use a shield. Thieves are very good at circumventing the noxious traps which may lie between a party of adventurers and their hard-earned loot. They may not be of Good alignment.



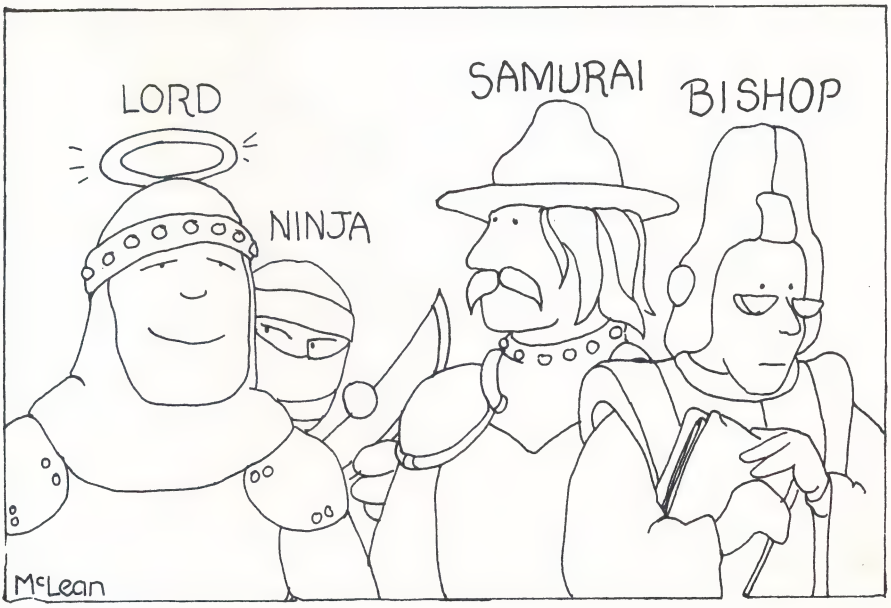
Ye basic adventurers

• **BISHOP:** A combination of Priest and Mage, with some advantages and disadvantages of both. Bishops have average hit points, can wear leather armor, and use Priests' weapons. They use both magical and priestly spells, although they do not learn them as quickly as the other classes do. Bishops start learning Mage spells immediately, but must reach the fourth level of ability before acquiring knowledge of Priest spells. Bishops are capable of identifying magical items, and so need not pay the hefty charge levied for that service in the Shop. Bishops may not be Neutral.

• **SAMURAI:** These folk are fantastic warriors, and can use all Fighter weapons and armor. They start out life with more hit points than Fighters; in the long run, though, a Fighter will have better hit points. At the fourth level of ability, Samurai slowly begin to learn magical spells. They cannot be of Evil alignment.

• **LORD:** A combination of Fighter and Priest. They have the hit points and abilities of Fighters, but at the fourth level of ability they gain the use of priestly spells, and the ability to Dispell. Lords must be of Good alignment.

• **NINJA:** A superhuman fighting machine. Ninjas can use any weapons or armor, but work best without any! When fighting with their bare hands they can wreak havoc and destruction, sometimes killing the strongest opponent with a single blow. Their great training gives them lower and lower Armor Class as they reach higher and higher levels of ability. However, they earn hit points as does a Thief, and gain no spells. Finally, they must be Evil.



Ye elite adventurers

Places

Your adventurers spend their time in one of two places. The **Castle** is a safe haven where they can train, rest and lick their wounds, be ripped off by the shopkeeper, or even resurrected from the Grave. The **Maze** is where the adventurers go in search of monsters to kill, loot to "borrow", and clues to help determine the whereabouts of the Evil Wizard. As the characters become more proficient, they will be able to adventure for longer periods of time, and penetrate deeper into the Maze; eventually, they may come face to face with their nemesis, Werdna!

The Mission

Trebor, the Mad Overlord, while undeniably mad, is by no means stupid. He needs two things to set in motion his master plan for world domination. The first is an Elite Guard of the best characters of each class. The second is the magical Amulet stolen from him by the **Evil Wizard Werdna**. **Werdna** is so **EVIL** that he helps old ladies only half-way across the street. Then he steals their purses! **Werdna** is known to make his home somewhere in the Maze, and to have the amulet in his hands at all times.

Trebor, well known for killing two birds with one stone (or any other handy weapon), is using the Maze as a Proving Grounds. He figures that this is the perfect place to train the elite group of adventurers he needs, and possibly recover the amulet at the same time. Needless to say, any adventurers who recover the amulet will be immediately inducted into his Elite Guard, by force if need be. . .

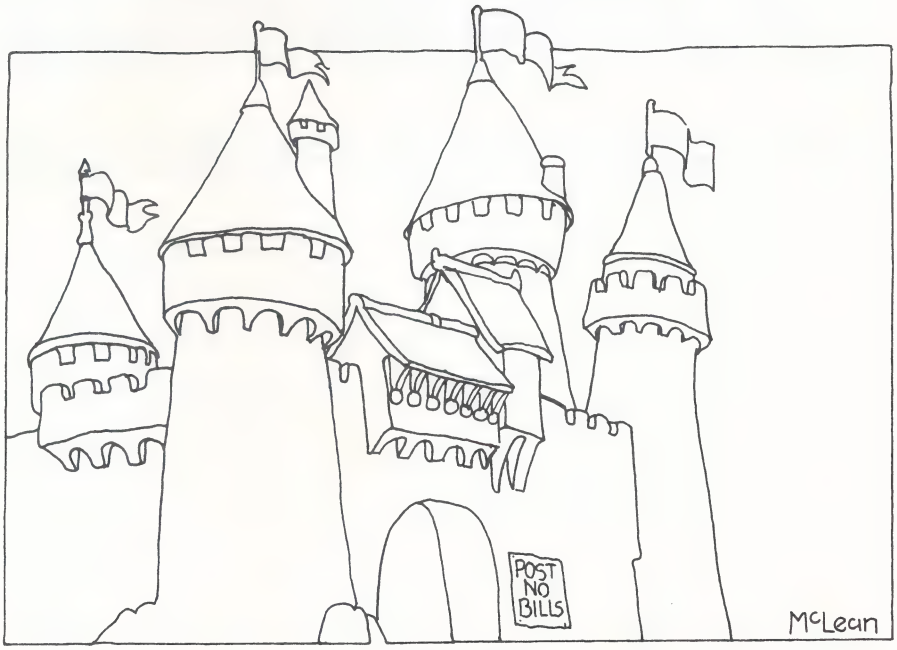
This, then, is the situation your characters are thrust into. With a little luck, they will map the Maze, maul the monsters, make off with the goodies, find the amulet and only get killed a few times while doing it!

Getting Started

Playing **Wizardry** requires only the basic 128K Macintosh with one built-in disk drive. In addition to the **Wizardry** Master diskette supplied in this box, you'll also need a blank diskette to make the Scenario disk. **You must make a Scenario copy in order to play Wizardry.**

To make your Scenario copy, you may use the Macintosh Disk Copy program found on any MacWrite/MacPaint or similar disk. You may also copy the disk using the Finder, as described in your Macintosh Owner's Manual.

- **WARNING:** To protect yourself against mishaps during the copying process, always be sure your **Wizardry** Master disk is write-protected. A write-protected Macintosh disk is one whose little sliding tab is positioned so you can see a hole through the corner of the disk cover. Make sure you can see through the hole in the Master!



The Castle

Starting the Game

You can start the game by turning on your Macintosh and inserting the **Wizardry** Scenario copy into the Internal disk drive. The program will load, and if you are using a 512K Mac, the data files will be loaded into memory to speed the game up. Then you will be asked to insert your Master disk for a moment. Normally, you must start each game with the Scenario disk, and insert the Master for verification when asked to do so.

- It's possible to play a very limited demonstration version of **Wizardry** by simply reinserting the Scenario copy when you are asked to insert the Master. This will enable you to play the game, but without any opportunity to develop experienced characters or to venture beyond the first level of the Maze.

- If you have a hard-disk drive, you can install **Wizardry** by copying the "Wiz Files" folder onto the hard disk. To start the game, simply double-click on the **Wizardry** icon, which resembles a coat-of-arms.

Wizardry Application

Scenario Datafile

Backup File

"If all else fails, read the Manual!"

We can't overemphasize the importance of the instructions given in this manual. It's possible to stumble through the game without reading it, but you'll probably be a lot happier if you sit down with this book in front of you as you explore each aspect of **Wizardry**. Studies conducted at an insignificant Midwestern university have shown that 99% of all computer users read software manuals only after they have become hopelessly lost. Please be one of the one percent who won't have to call us at 3AM to complain about losing their favorite characters. . . because you read the manual!

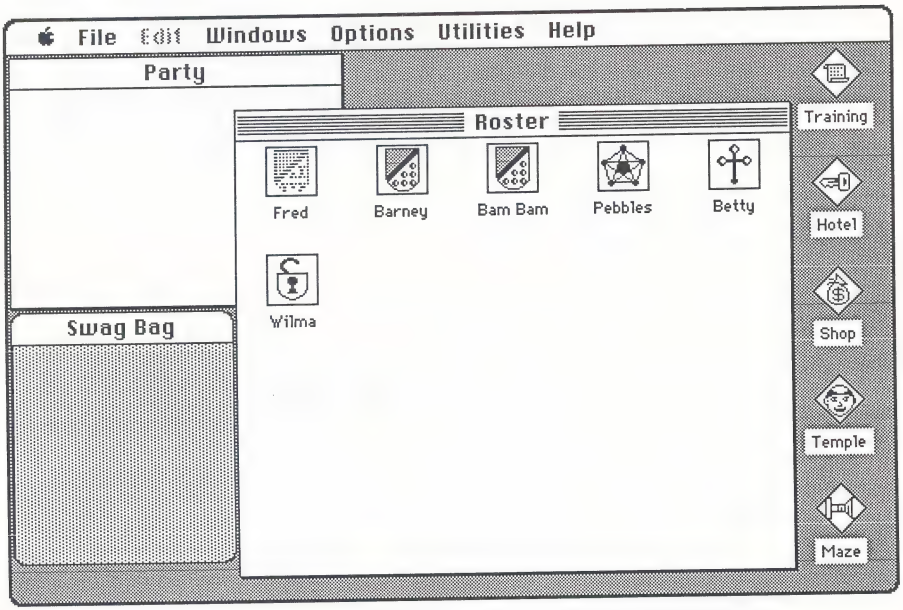
About software piracy

The authors spent over a year and a half programming and testing Macintosh **Wizardry**. They stayed up long into the night, adding the extra features and making the little refinements that make it so much fun to play. The late night food bills from Howard Johnson's were astronomical! So please resist the temptation to give copies to your friends.

The Wizardry desktop

The **Wizardry** desktop consists of a set of **Windows**, **Application Icons**, and **Menus**. Two of the Windows contain your characters, which you move by dragging; other windows are used during actual expeditions. The Application icons represent various locations in game; you can "launch" them by double-clicking. The Menus provide dozens of features and shortcuts.

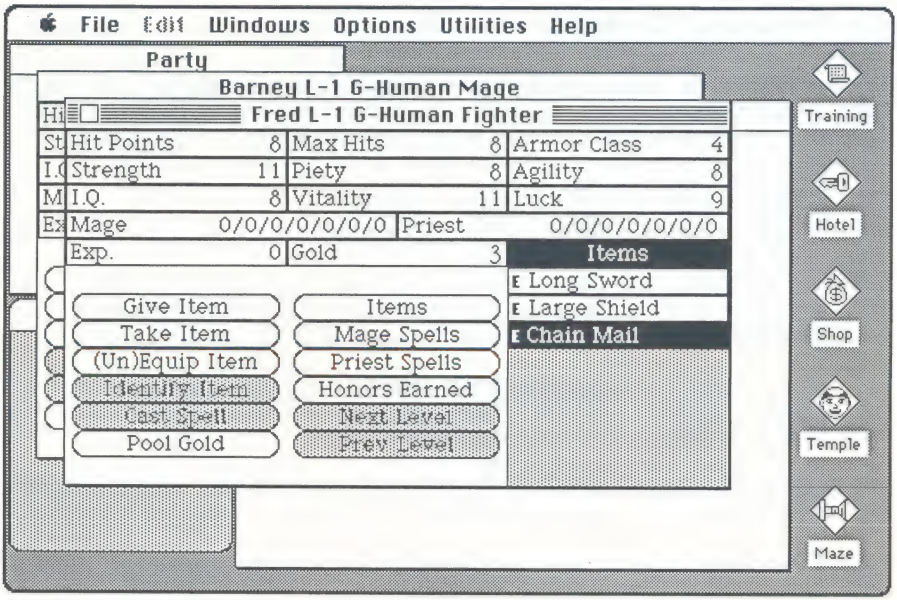
Windows



The two large windows you see are titled **Party** and **Roster**. The Roster window shows all the characters you've created and stored on the disk, except for those assembled in the Party window. The Party window shows those characters currently banded together to adventure. If a character icon is greyed, then the character is either seriously hurt or in the Maze.

The **Swag Bag** is a convenient holding area, used while moving items among characters.

Other windows, such as the **Maze** window, will appear when they are needed.



In the above illustration, several **Character Information** windows are displayed. These furnish important information about each character, and contain buttons which are used to perform various actions. Character windows are opened by double-clicking on a character's icon, or by using the Windows menu.

Application Icons

The Application icons are markers for the important sites around the Castle. They include The **Training** Grounds, the Adventurer's Inn (**Hotel**), Boltac's Trading Post (**Shop**), The **Temple** of Cant, and the **Maze**.

• In the **Training** Grounds you may create new characters and retire weary ones.

• The **Hotel** is where characters rest, allowing them to regain lost hit-points, receive credit for higher experience levels, learn new spells, celebrate birthdays, or be elected Guildmaster.

• The **Shop** buys and sells items of value to adventurers, and can identify or uncurse some of the trickier ones.

• The **Temple** is the place to take dead or severely injured characters. The priests of Cant can perform miracles for a modest donation.

• The **Maze** is the area where your adventure unfolds. It is big and dangerous, but full of valuable things that your adventurers will covet.

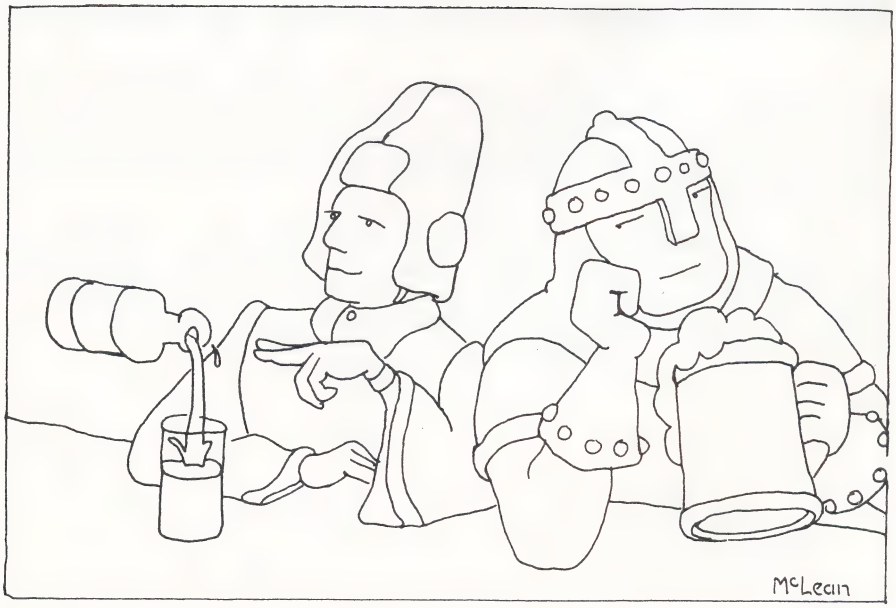
The Adventurer's Inn (Visa, Mordorcharge accepted)

Menus

The seven menus provide nearly 50 features and shortcuts.

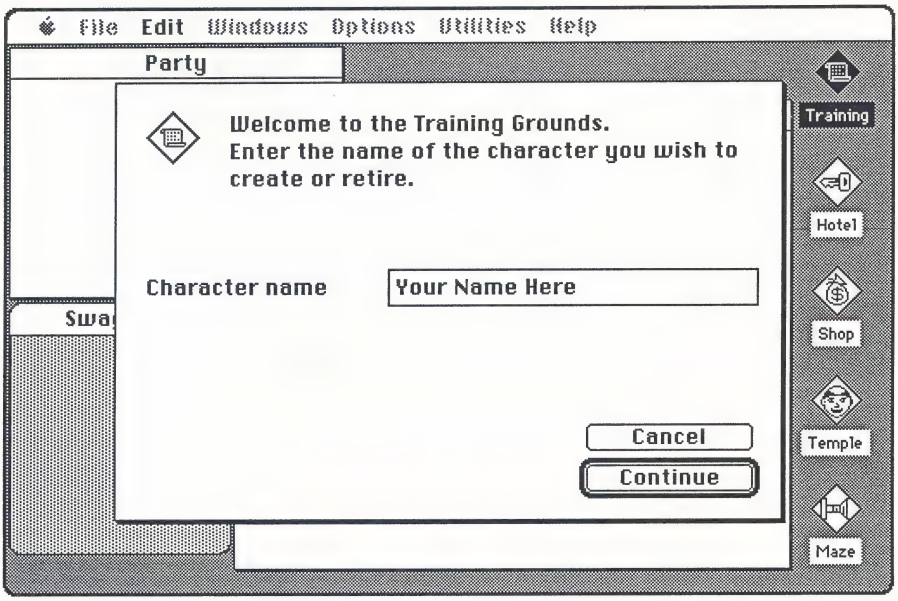
- The Menu contains several options, as well as desk accessories.
- The **File** menu controls all disk and printer-related game functions.
- The **Edit** menu holds the familiar "Undo/Cut/Copy/Paste/Clear" items.
- The **Windows** menu lets you manipulate the game's windows.
- The **Options** menu contains many useful options and conveniences.
- The **Utilities** menu contains three important game utilities.
- The **Help** menu displays Sir-tech's address and hot-line phone number.

More complete information on each of these menus can be found in the Appendix at the end of the manual.



The Castle

The Castle encompasses four locations which provide special services to the **Wizardry** player. These are the **Training** Grounds, the **Hotel**, the **Shop** and the **Temple**. Each location is entered by double-clicking on its icon, just as you would do to launch an application in the Finder.



After selecting a location, you'll be asked which character you wish to take there. Enter the name of the character and press [**Return**] or [**Enter**]. If you have selected a character in the party or the Roster by clicking on it, that character's name will have been entered and selected for you, so all you need do is press [**Return**] or [**Enter**].

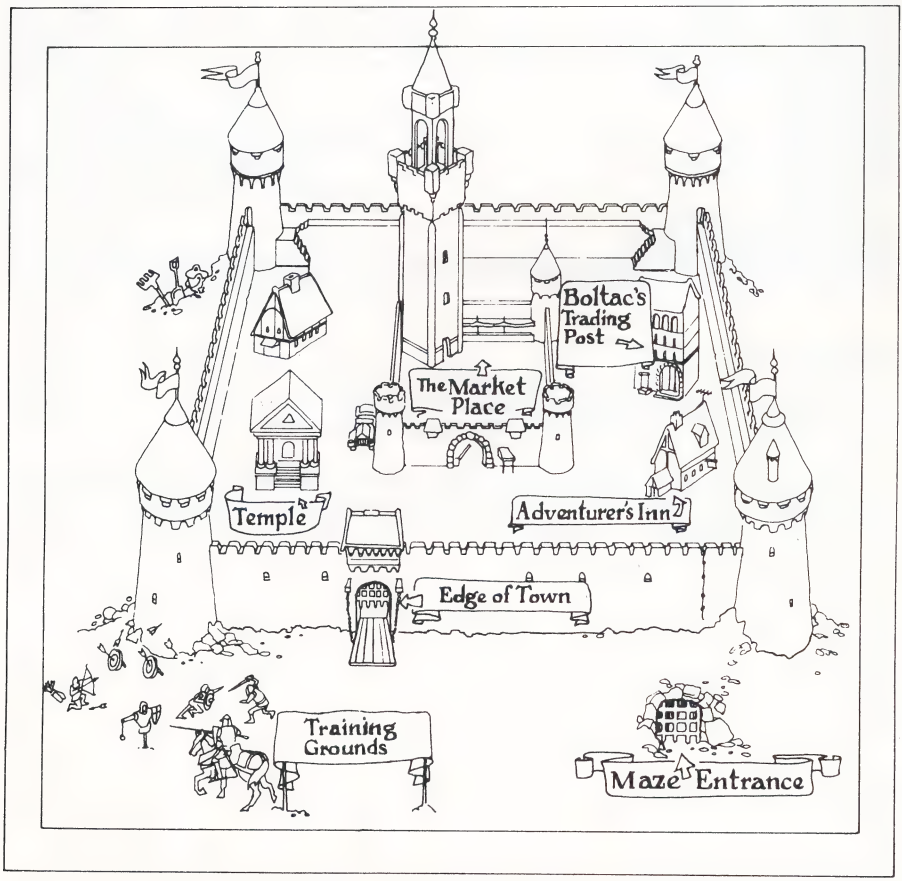
As a special shortcut, you can simply drag the icon of the selected character on top of the desired location icon (which will invert) and release the mouse button. This will launch the application and enter the character automatically. To prevent you from accidentally deleting a character, however, you will not be permitted to enter the Training Grounds by this method.

Often you will want to take all of your party members to either the Hotel or the Shop. To make this a little easier, when any character who is a member of the party leaves one of these locations, the launch-and-entry process will automatically start again, with the next character in the party selected for you. To break this cycle, click on the **Cancel** button. Otherwise, it will continue until the last party member has been accomodated.

Once you have selected a character each location will provide its own unique displays and dialogs, as explained below.

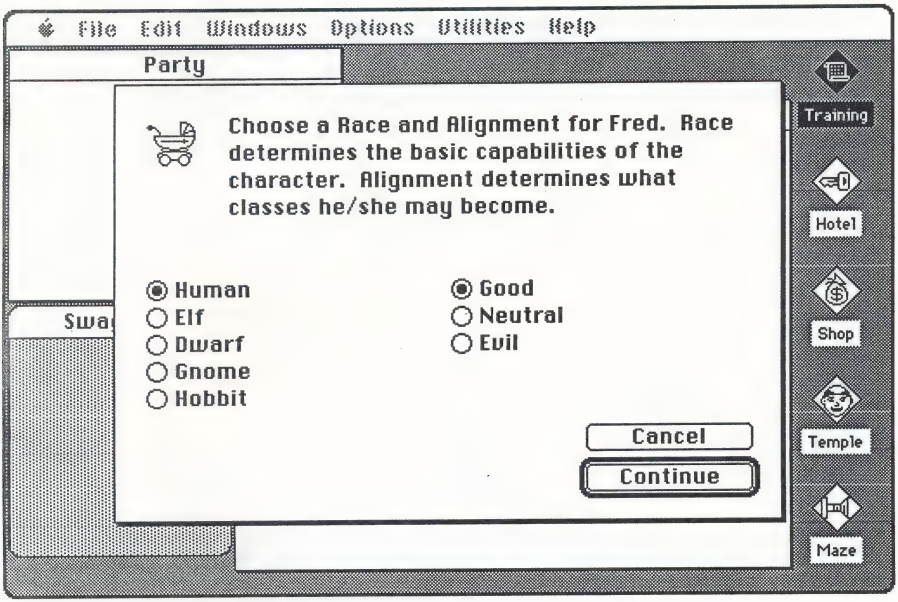
- **NOTE:** In describing these features, it will sometimes be necessary for us to use terms that may be unfamiliar to you. Don't panic! These terms will be defined later on, usually in the Adventuring section. If curiosity gets the better of you, a quick perusal of the Appendices will help.

Wizardry Map



The Training Grounds

The Training Grounds lets you create new, novice characters, and retire old, world-weary adventurers. If you entered the name of a character that already exists, **Wizardry** will prepare to retire him, but will ask you, just to make sure. Retired characters pack up all their belongings, go to Sun City, and are **deleted forever** from the game. If, on the other hand, you enter the name of a character that does not yet exist, you'll be able to **create** a new one.

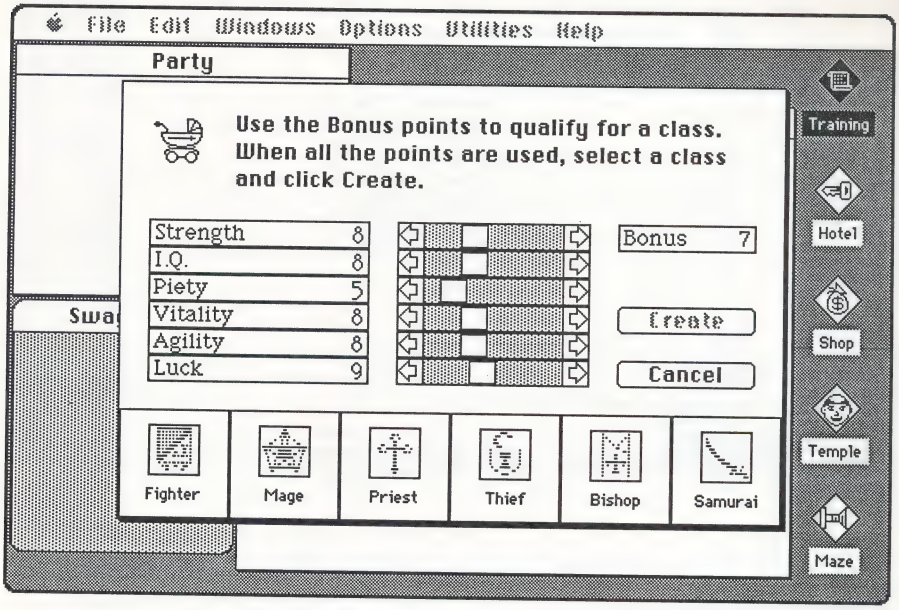


A Star is Born

Once you have chosen the new character's name, you will see a new dialog box, in which you must choose his **Race** and **Alignment**.

In looking at the **Race and Alignment** dialog box, note that the selections **Human** and **Good** are made for you initially. You can make other selections by clicking on the buttons next to each choice. When you're finished, click on **Continue** to proceed.

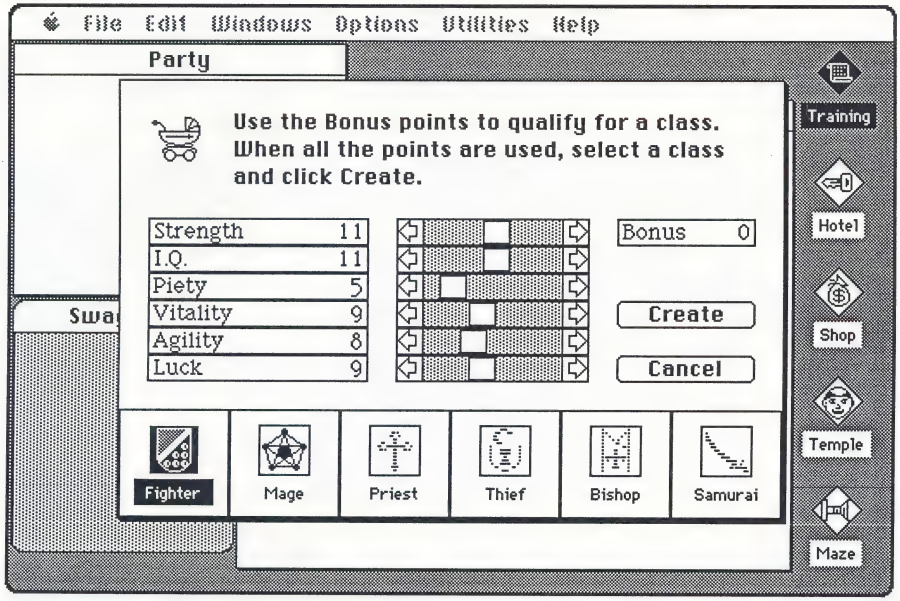
Now you see another dialog box, listing the character's **Statistics**. Your character will fit into one of the eight **Classes** on the basis of these Statistics. A set of minimum statistic values are established for each race, and you have a chance to influence the class of your characters by distributing **Bonus points.**



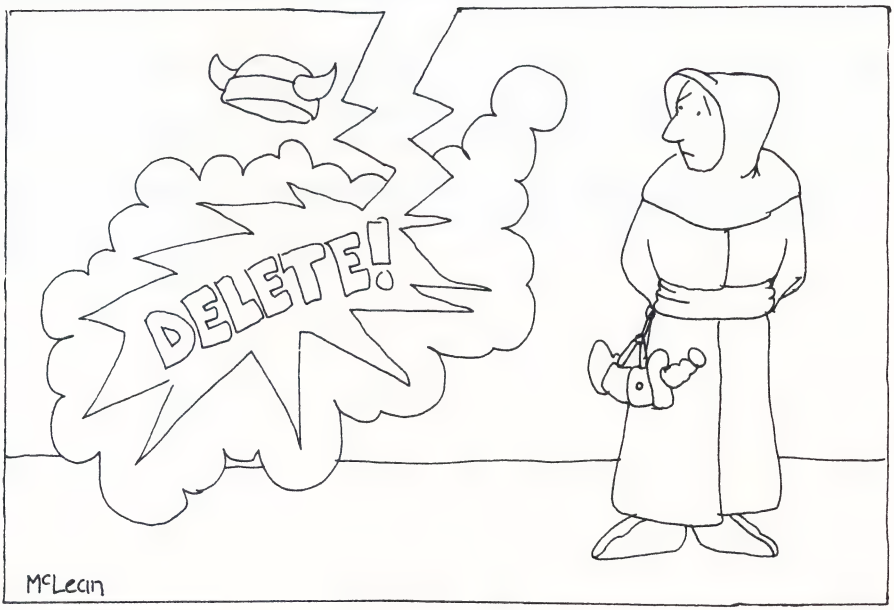
Note that a special space in the dialog box tells you how many **Bonus** points you have to work with. The number of Bonus points is selected randomly each time you create a character. You'll distribute these points among the various Statistics by using the scroll bars next to each.

The minimum number of points for each statistic is determined by the character's race. The maximum number of points available is limited in two ways. First, the maximum value of a statistic is 18. Second, you can only increase statistics when you have some Bonus points left to play with.

- You can change the statistics any way you like, but you must use up all the Bonus points you've been given.



When you make certain changes in the statistics, some of the class icons at the bottom of the dialog box will change from being grayed out to being normal in appearance. For instance, the **Fighter** icon becomes normal as soon as the number of Strength points reaches 11. The **Mage** icon becomes normal when I.Q. reaches 11. Class icons may be selected whenever they're not grayed out. Once you've picked a class and used up all your bonus points, you can click on **Create** and *voilà!* A new adventurer emerges full-grown!



An act of the gods?

The Hotel

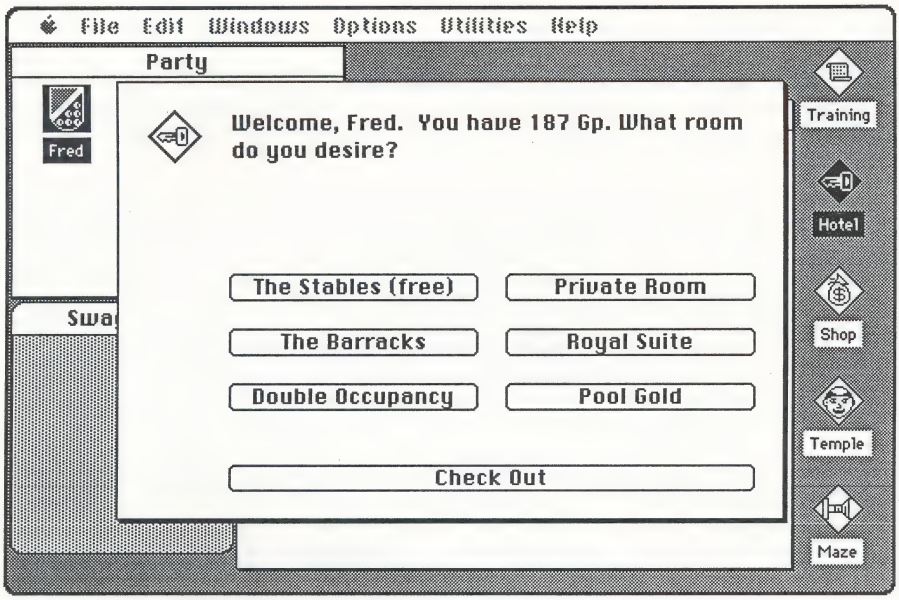
After a hard day in the dungeon, every adventurer looks forward to a refreshing stay in a first-class hotel. Unfortunately, there is nothing remotely resembling a first-class hotel in the Castle, so weary travellers have to settle for the Adventurer's Inn.

The Adventurer's Inn offers several important amenites for your characters. To begin with, staying in the Hotel overnight or longer can help you recuperate from rough fights with monsters by restoring some or all of the hit points you've lost in combat. If you've accumulated enough experience points to qualify you for a higher experience level, checking into the Hotel will let you learn of your success, and provide details about the changes in your character statistics. Otherwise, you'll be told how many more experience points you need to increase your level. Finally, the changes in your character statistics may enable you to change from one character class to another, and the Hotel has a special facility for this purpose.

- As you'll soon discover, certain spells can also be thrown on your characters which will restore hit points without the trouble and expense of visiting the Hotel. But the Hotel provides such medical services even to those without spell-casting friends, as long as you have the cash.

Once you've checked a character into the Hotel, you'll be able to look over the types of rooms available. The more expensive rooms provide faster, but less economical, healing powers.

- **Note**: Age is important in **Wizardry**. Beyond the age of 50, you will become more and more feeble, until eventually you will not be good for much of anything except chatting about the "good old days" before the invention of the wheel. Therefore, you do not want to spend too many weeks in bed. . .



Resting up

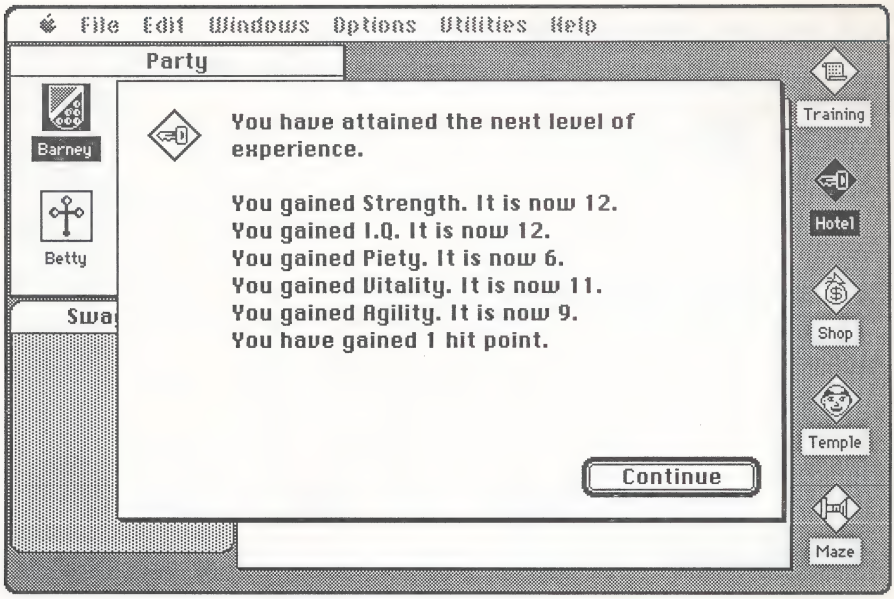
Click on one of the room types, or on the **Check Out** button if you've changed your mind. Each type restores Hit points in return for a weekly fee.

	Hit Points/week	Fee/week
Stables	none	none
Barracks	1	10
Double Occupancy	3	50
Private Room	7	200
Royal Suite	10	500

Need more money? You can also **Pool Gold** from your party. This strips all the other party members of all their gold, and gives it to the character in the Hotel.

- If all of the room types except the Stables are grayed out, you don't need to rest. Either Check Out or stay overnight in the Stables to find out whether you made a level.

Once you've chosen a room, you must decide whether to stay **One Week**, or to remain in bed **Until Healed or Penniless**, whichever comes first. After your stay, you'll learn if you celebrated your birthday or made a level.

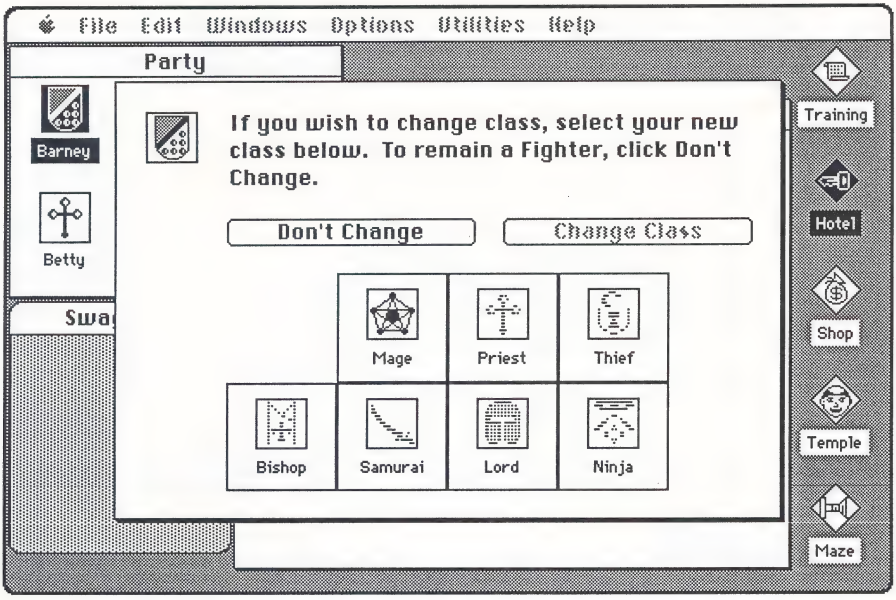


Making a level

Making a level is a joyous occasion. You'll see a declaration that "You have attained the next level of experience," and get all the news about the changes to your character statistics. Spell-casting characters may learn new spells. At the end of this sequence, you'll learn how far away the next experience level is.

- Your spell points are automatically replenished each time you enter or leave the Maze. But only a paid visit to the Inn lets you learn new spells.

There's a chance you might qualify for more than one level per visit to the Inn. This could happen if it's been a long time since you've had a good night's rest. If so, the entire "level" message process will be repeated.



Changing class

Sometimes, attaining a higher experience level will change your character statistics enough to qualify you to **Change class.** If this is the case, a special dialog box will appear, reminding you which class you're now in, and displaying the seven other character-class icons. Icons which are greyed represent classes for which you do not qualify. To change class, click on the icon of the desired class and then click the **Change class** button.

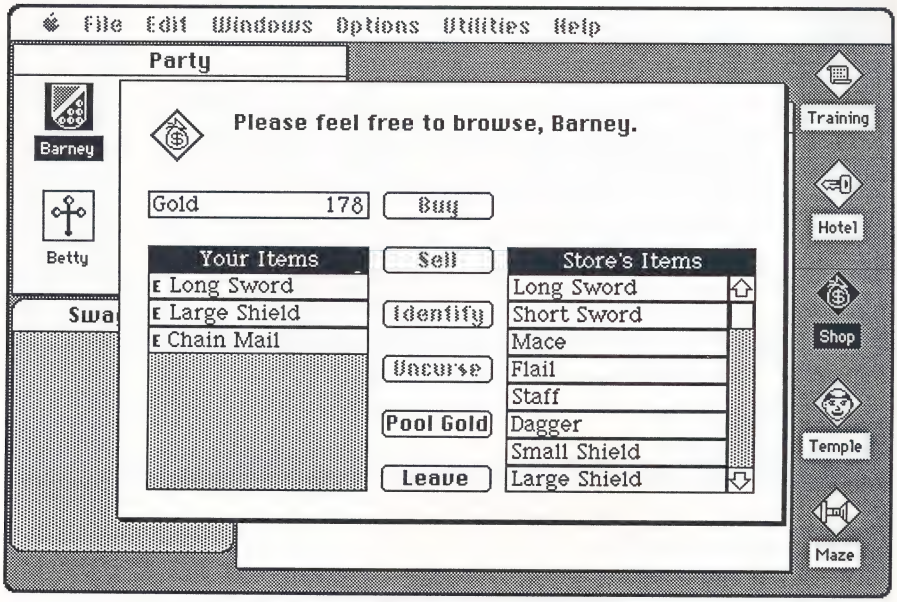
When you change class, you are entering a new category of being at the **ground level.** Therefore, changing class has the following **side-effects:**

- All your equipment will remain in your possession, but your items will be **UnEquipped**.
- The number of your experience points goes to zero.
- You begin at Level 1 in your new class.
- You may not have as many spell points.
- Your character statistics drop to the minimum for your race.

The Shop

The commercial center of the Castle is owned and operated by a friendly dwarf named Boltac. Like all dwarves, Boltac likes gold, and will sell you your own arms (not your "armaments," your arms!) if he can get away with it.

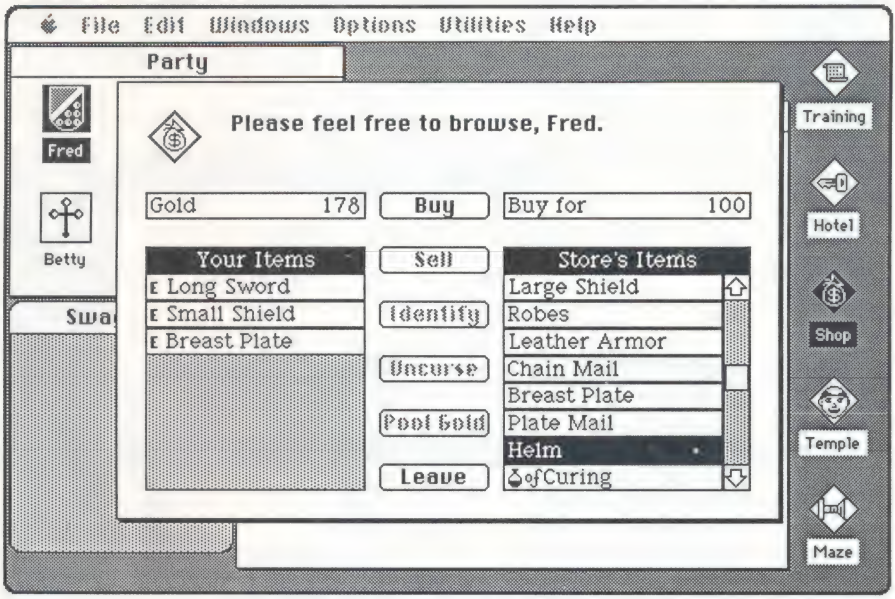
Once you've brought a character into the Trading Post, using the methods we talked about earlier, the Shop window will appear.



This single window contains all the information you need to make Boltac's Trading Post your One-Stop Shopping Center. The box labeled **Gold** tells you how many gold pieces you possess. On the left is the box where the list of items you own will appear. On the right, the Shop's inventory is displayed in a box with a scroll bar. In the center of the window are buttons allowing you to:

- **Buy**, **Sell**, and **Identify** items.
- **Uncurse** cursed items.
- **Pool Gold** from all party members into your possession.
- **Leave** the Shop.

There is one additional box in the window, which appears when you've selected an item you wish to **Buy**, **Sell**, **Identify** or **Uncurse.** This tells you how much you will be paid for the selected item if you are selling it, or how much it will cost you to buy, identify or uncurse it.

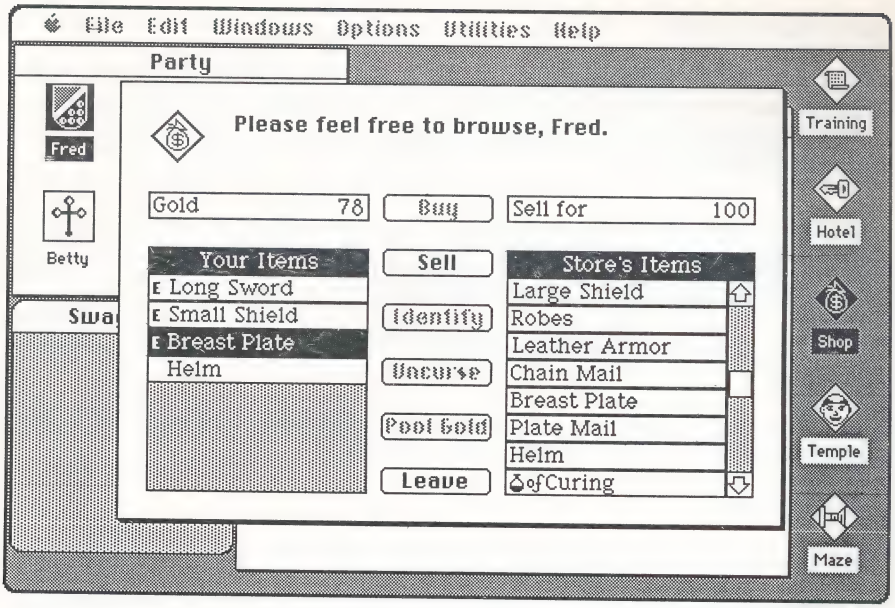


Buying Items

Boltac has an enviable inventory, but he may sometimes run out of certain items. Other items won't turn up in the Shop unless someone brings them back from the depths of the Maze, and sells them to the proprietor. So the inventory list may change in length and content as the game progresses.

To buy an item, browse through Boltac's wares by using the scroll bar, then click on the item you want. You'll be told how much it costs, and whether the character can use it. If you still want it, click on **Buy**.

- **CAUTION:** After leaving the store, you will probably be delighted with your shiny new items. But be aware that merely owning an item does not enable you to use it in the Maze. Only those items with which you are **Equipped** can be called into play during combat.



Selling Items

Selling off excess equipment is a good way to raise cash for impoverished expeditions. Be aware, however, that Boltac is accustomed to making a tidy profit on every transaction, even those which involve buying back what he just sold you ten minutes before.

Just click on the item you wish to sell off. You will be told how much Boltac will offer you. If it is acceptable, click on **Sell**. Items are **UnEquipped** when you sell them.

- **Note**: You cannot sell an item that is **Cursed** or which needs to be **Identified**.

Removing Curses

Cursed items picked up in the Maze are denoted by a small **c** next to the name of the item. These items are very uncooperative, and they stick like glue to anyone who equips them. If you manage to get back to the Trading Post in one piece carrying such an item, Boltac can **Uncurse** it for you. Simply click on the item, curse at the unreasonable price Boltac quotes, then click on **Uncurse**.

Identifying Items

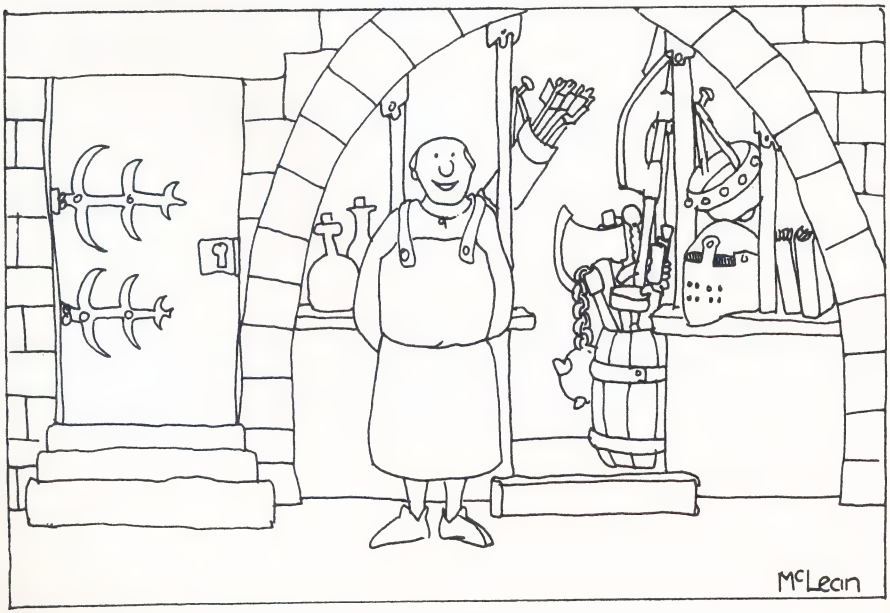
When you first find certain items in the Maze -- signified by a small **?** next to the item's name -- you cannot be certain of their exact properties. The names of these items describe only their appearance. Whenever possible, have such items **Identified** before you Equip yourself with them, in case they turn out to be Cursed.

One of the special powers of the Bishop is the ability to identify items. However, there are some risks associated with having a Bishop inspect an item. If the Bishop is not very careful, he or she may touch the item by accident. This will cause the item to be Equipped, and if the item is Cursed, the hapless Bishop will be forced to use it. For this reason, Boltac has begun to perform such inspections himself. Unlike a Bishop, who lives to serve, Boltac exacts a fee for this service.

The procedure for Identifying items is similar to that of Uncursing them, except that you must click on the **Identify** button instead.

Pooling Gold

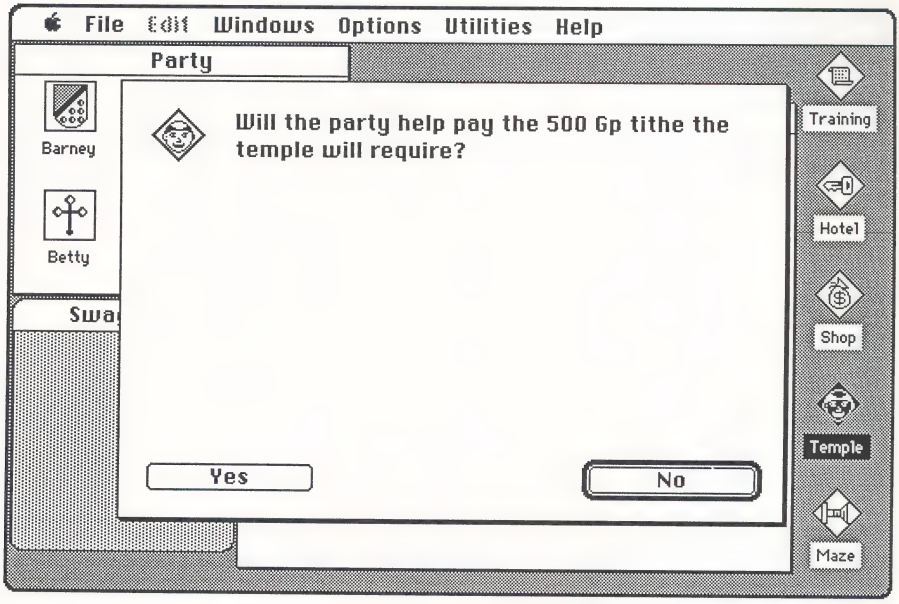
Since few adventurers can qualify for a Dungeon Express Card™, the Shop features a **Pool Gold** button to help bring big-ticket items within reach of those on a limited budget. Again, this option transfers only the gold possessed by party members to the account of the person shopping.



Welcome . . . noble customers!

The Temple of Cant

Whenever a party brings back characters who are **Dead**, **Paralyzed**, or similarly distressed, they can be carried to the **Temple** of Cant. The sole exceptions to this policy are **Poisoned** characters, who can either get well on their own or be cured by a magical spell, and folks who are **Lost** forever, who are automatically buried, mourned, and forgotten.

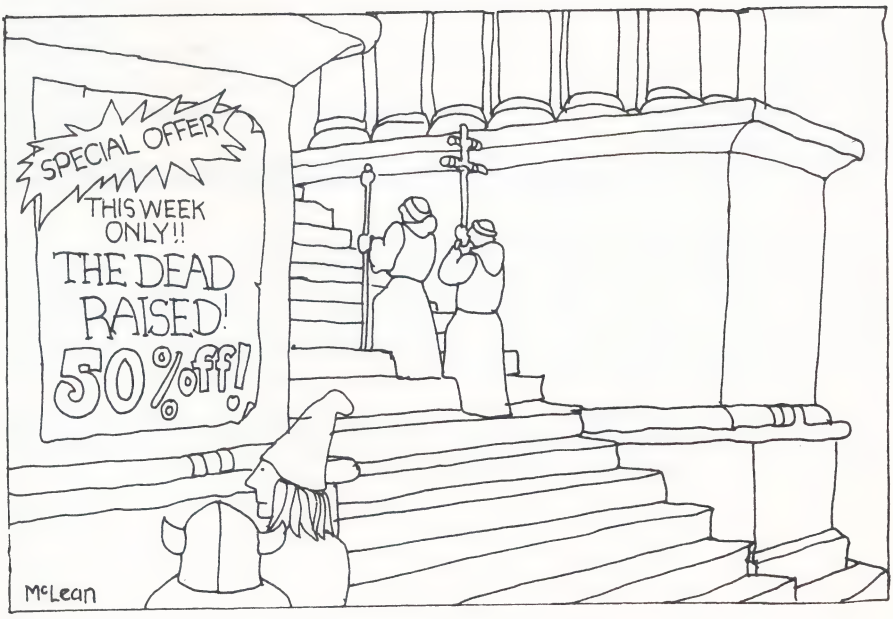


Enter the Temple in the normal fashion. If the high priests of the Temple can do anything to help the poor devil you've hauled in, they will tell you what donation is required. But since the fees expected by the clergy are rather high these days, the afflicted person may not be able to afford the donation. Should the character not have enough gold, the entire party may be asked if they wish to tithe. This is not a voluntary contribution.

Unless the victim is **Dead** or blown to **Ashes**, the healing arts of the Temple practitioners are assured of success. In serious cases, there is a chance that the best efforts of the priests will be to no avail!

A good Vitality rating usually means that the Temple will succeed, but old, infirm characters may be in big trouble. **Dead** characters who fail to be raised from the dead are reduced to **Ashes**. Even in such depressing circumstances, though, there is still hope: for a larger fee, it is sometimes possible to resurrect a person even from an ashen mess -- but if this attempt fails, the character is **Lost** forever, and cannot be restored by any means.

Anyone brought back from the **Dead** will have but a single hit point, and should limp post-haste to the Hotel. Those resurrected from their **Ashes** will have all their hit points restored.



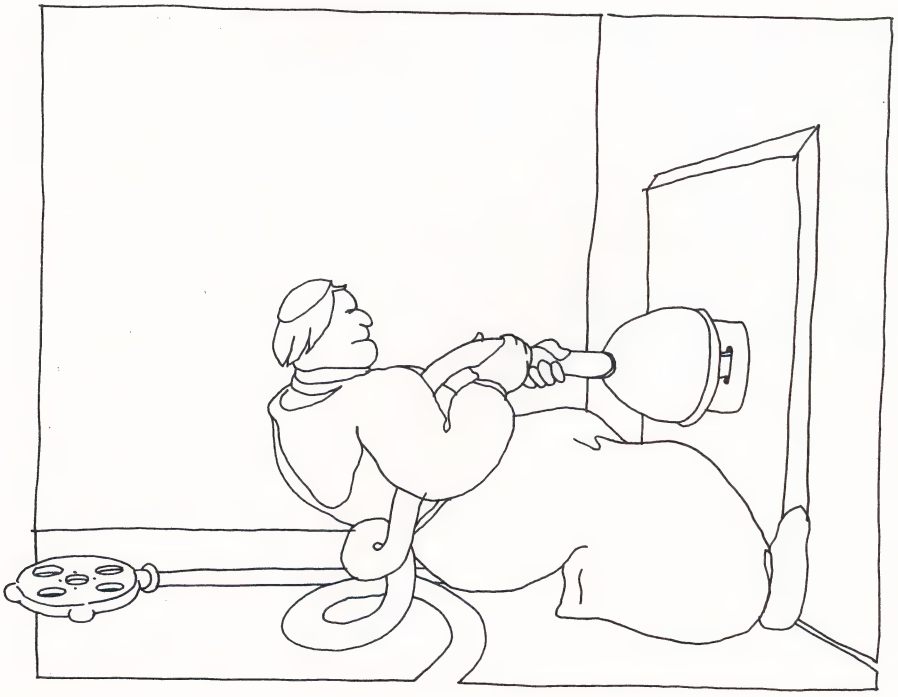
The year-end clearance sale

Quitting the Game

Whenever you wish to stop playing, simply select **Quit** from the File menu, or double-click on the **Quit** icon, which you will find hidden underneath the Roster window.

- **WARNING**: Any articles left in the Swag Bag will vanish if you quit.

If you quit during an expedition, your party will be left in the Maze, and all data about the party's condition will be stored on the Scenario disk. When you resume the game, you'll find the characters you left OUT in the Maze in the Roster window, looking pale and tired. You can choose **Restart a Party...** from the Utilities menu to return the entire party to its last known position in the Maze. Alternatively, you may bring other characters down into the Maze to pick up OUT adventurers. If you do so, remember to leave some room in the rescue party for them.

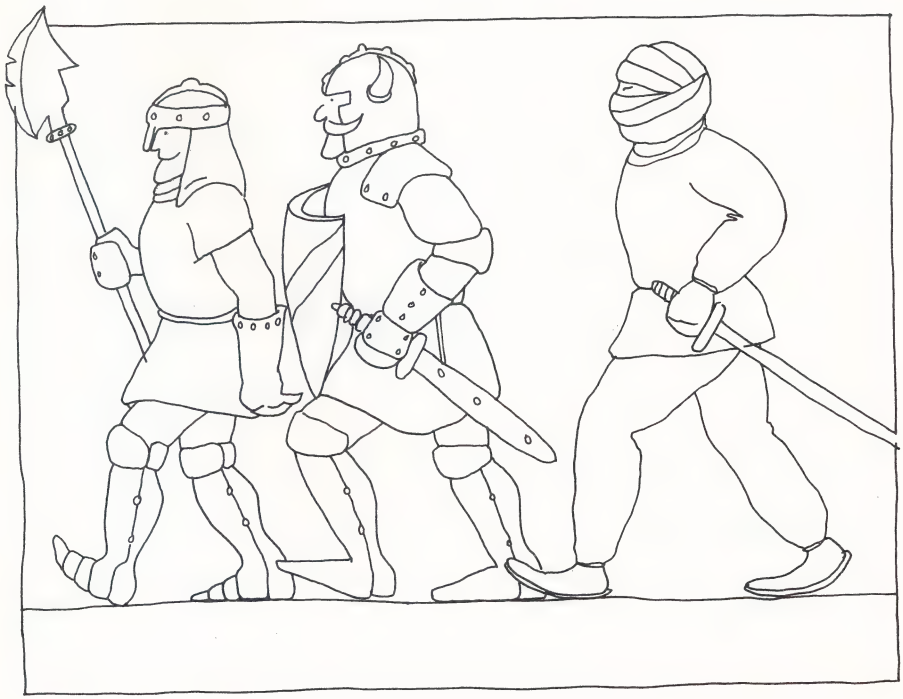


Adventuring

The heart of **Wizardry** is **Adventuring**. It's time to accept the challenge. . .time to leave the safe, but expensive, confines of the Castle, and venture into the unsafe, but potentially lucrative, corridors of the Maze.

Successful adventures consist of four stages:

- Preparing **the Party** for the adventure.
- **Touring** and **Mapping** the Maze.
- **Fighting** the monsters.
- **Getting back alive.**



The Party

A **party** is a team of adventurers who band together to explore the Maze. You can have up to six characters in your party at one time.

Characters created in the Training Grounds appear in the Roster window. To assemble a party, drag character icons from the Roster into the Party window, one character at a time, just as you would move files around using the Finder. Only characters in the Castle may be added to the party. If you wish to resume an expedition that was left in the Maze, use the **Restart a party...** menu option.

- Balance your party. When first starting out, try a party of two Fighters, a Priest, a Thief, and two Mages. This is the strongest party you can make using characters with low experience levels.

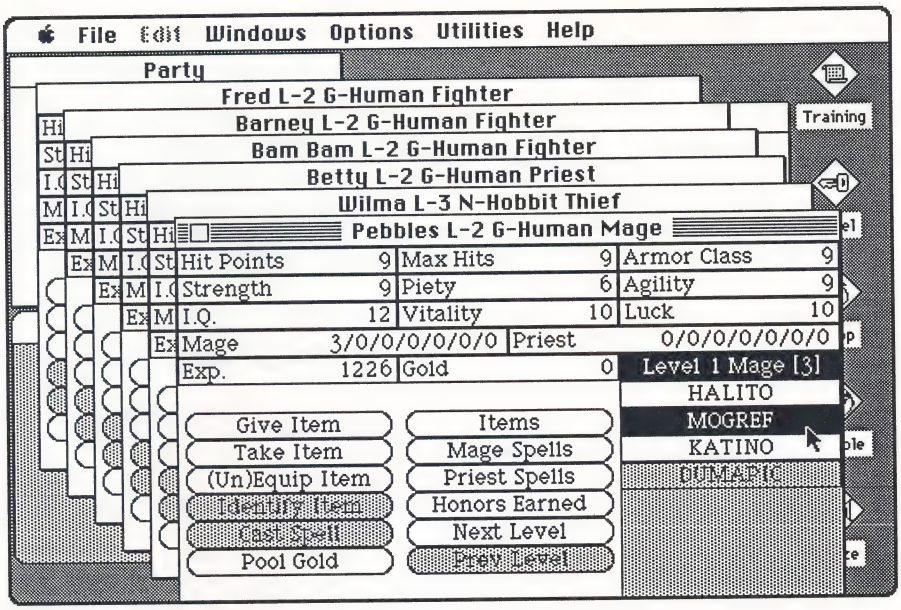
- Good characters will refuse to cooperate with Evil ones; if you try to put them together, you'll hear loud complaints.

- Dead or otherwise incapacitated characters can be added to the party, although you will be asked if you really want to do this.

Once you have placed the desired characters in the party, it is very important that you establish the best strategic arrangement for them. **Re-order** the party so that the best fighters are in the front, and the spell-casters are in the back. Do this by dragging characters to the Party-window positions you feel are most appropriate for them. When you drag one character icon on top of another, the character underneath will shift to the nearest open position.

- If you're using the full complement of six party members, the upper positions in the window are numbered "first" through "third," and the lower positions are "fourth" through "sixth."

Removing characters from the party is a simple matter: just drag them back to the Roster window. To break up a party in a hurry, you can select **Disband party** from the Options menu, which will move all the characters back to the Roster at once.



The Character Information Window

Before you enter the Maze, it is usually a good idea to check the "vital statistics" of each character in your party. You can inspect their **Character information windows** by double-clicking on the appropriate character icons, or by selecting options from the **Windows** menu.

This window offers a wealth of facts about your character. Five pieces of information are found in the title bar. Your character **Name**, and **Experience Level**, appear first. Next are **Alignment** (**G**ood, **E**vil, or **N**eutral), **Race** and **Class**.

The title bar will also tell you about any problems you may have. Being **DEAD** is one of these, although you'll also see other terms here. Characters who are marked **OUT** are somewhere in the Maze! Characters become OUT in one of three ways: because their entire party was killed, because of a power failure during play, or because you **Quit** the game while in the Maze. OUT characters can be retrieved. Either select the **Restart a party** option from the Utilities menu, or send a small party down into the Maze to pick them up.

- Icons of Dead, Disabled and OUT characters will be greyed out.

In the top half of the window, information about your **Hit Points**, **Armor Class**, statistics, **Gold**, **Experience** and **Spell points** appears.

• Your character's **Hit Points** and **Max**imum **Hits** are displayed. Hit Points describes the amount of damage you can tolerate before death. Max Hits is the maximum number of hit points you can have. Each time you are injured in combat, a certain number of hit points are deducted. They can be regained by resting in the Hotel, or by means of a magical spell, potion, or item.

• **Armor Class** is a measure of how well-protected you are against attack. This measure takes your equipment into consideration, and also involves Agility and other secret factors. Note that, unlike other measures in this game, a better Armor Class, or AC, corresponds to a lower number, and AC may be expressed as a negative number if it is unusually good. Bare skin, for example, has an AC of 10. A Sherman Tank has an AC of about -10.

• **Strength**, **I.Q.**, **Piety**, **Vitality**, **Agility** and **Luck** are the character's basic statistics.

• Shown next are your **Mage** and **Priest** Spell Points. These strings of numbers tell you how many spells of each **spell level** you can cast. Within each spell category, Mage and Priest, there are seven power levels. You can throw one spell, of a given type and power level, for each spell point you have in that slot. For example, Mage spell points of 5/3/2/0/0/0/0 would mean that you can cast five first-level, three second-level, and two third-level Mage spells.

• **Experience points** (abbreviated **Exp.**) are awarded for killing monsters. Whenever a party defeats a group of monsters in combat, each survivor earns experience points. When the total for your character reaches a certain value, you qualify for the next **level** of ability.

• **Gold** gives you an instant read-out on your character's bank account.

The bottom half of the window is split into three sections: two columns of buttons, and an information panel.

The information panel displays the character's **Items**, **Spell Books**, and **Honors**. The rightmost column of buttons controls the information panel display.

- Clicking on the **Items** button will display the list of items you own. Each character can have up to eight items at a time. To the left of each item's name may appear a small letter that denotes its status.

    - An **E** indicates that the item is **Equipped**. This is explained below.

    - A **?** indicates that the item is not identified, which means you don't know exactly what it is.

    - A **C** indicates that the item is **Cursed**. Since it is stuck to you, and probably doing you more harm than good, a trip to the Shop to remove it may be in order.

- The **Mage Spells** and **Priest Spells** buttons display the Spell Books. One level of spells is displayed at a time, on a single "page." Spells that the character does not know are greyed out. Both spell points and spell knowledge may change, at different rates, as your characters' abilities develop.

- **Next Level** and **Previous Level** adjust which spell level is being displayed. These buttons are active only when you're looking at spells.

- The **Honors Earned** button displays the honors that your character has been awarded, if any.

The left-hand column of buttons controls actions that the character can perform. To use them, you first select an item or spell in the information panel, and then click on the desired button.

- **Give Item** moves the selected item from the character's possession into the **Swag Bag**.

- **Take Item** takes an item from the **Swag Bag** and places it in the item list. You must first select an item in the Swag Bag by clicking on it.

- Party members can only use weapons, or be protected by armor, with which they are **Equipped**. **(Un)Equip Item** equips the character with an item selected from the list if it is not yet equipped, and "un-equips" it if it is already equipped.

    - Items fall into certain categories (weapons, armor, shields, etc.). Only one item from each category may be equipped by a character at a given time.

    - **REMEMBER**: Weapons and Armor you possess, but have not equipped, will not be of any use to you in combat.

- **Identify Item** allows Bishops to attempt to identify an unknown item. If they fail, there is a chance they will be forced to **equip** it; and if it is Cursed, they may be in trouble!

- **Cast Spell** casts the selected spell. When you select a spell from your spell books, you must have an appropriate spell point available in order to cast it. If you select a spell-casting Item, it may break during use.

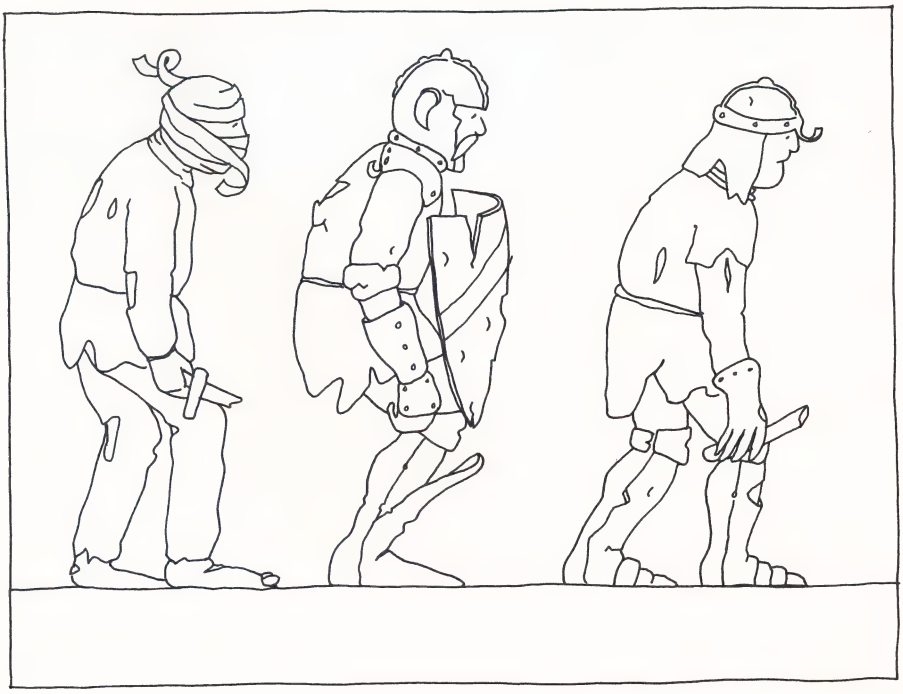
- **Pool Gold** moves all the party's gold to the character. If you later need to give back some gold to other party members, choose **Divvy gold** from the Options menu.

Keyboard Window Commands

There are simple keyboard equivalents for most of the buttons appearing in the character information window. In general, you may type the initial letter of the label on any button to activate that button. For example, pressing [**M**] is equivalent to clicking the **Mage Spells** button. The exceptions are:

- Typing [**+**] activates the **Next Level** button.
- Typing [-] activates the **Prev Level** button.
- The **Pool Gold** and **Identify** buttons have no keyboard equivalents.

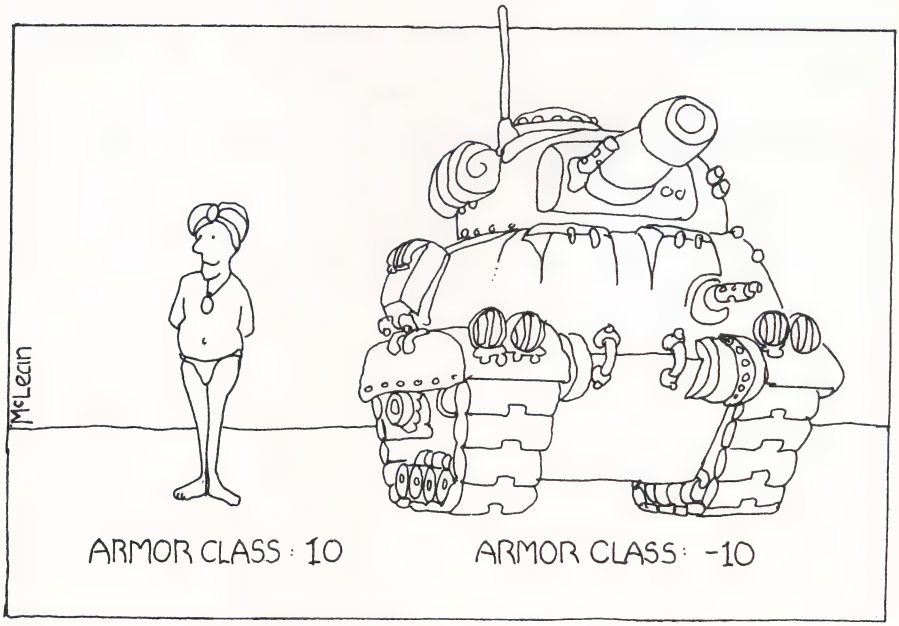
Pressing a numeral key while looking at the **Items** list will select one of the items. Pressing a numeral key while looking at either Mage or Priest spells will select a spell level. Finally, typing a numeral while holding down the [**Shift**] key will select a spell from whatever page of spells is displayed. For example, typing [**Shift**] [**2**] while Level 1 Priest Spells are displayed will select DIOS, the second spell on that page.



The Pre-Fight Checklist

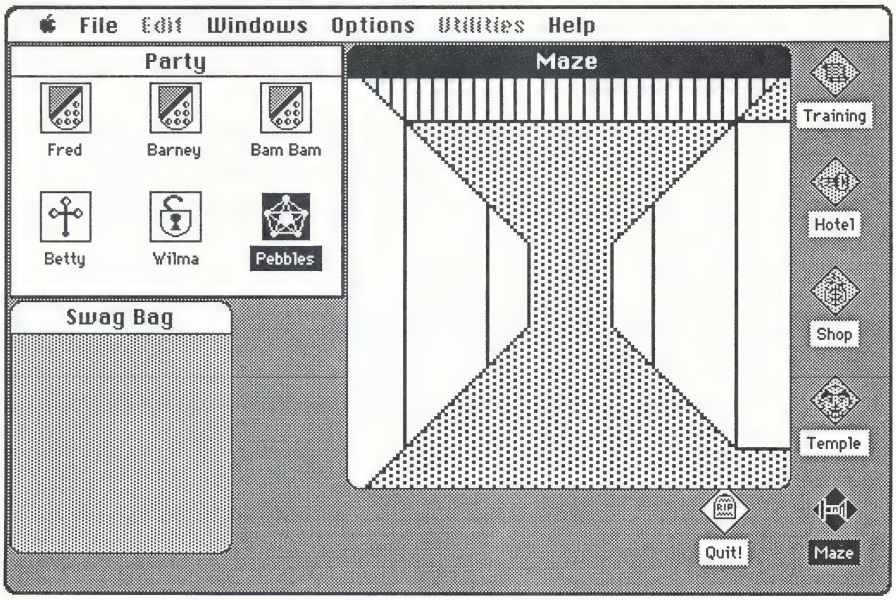
After you have arranged a group of characters in the party, but before you enter the Maze, it's a good idea to make sure that everyone is well-prepared. Bring out their windows (⌘**A** will bring them all out at once and arrange them nicely) and carefully look them over.

- If anyone is without full hit points, a stay in the **Hotel** is advisable. You may also wish to do this if you think anyone is ready to gain a level.
- Characters who are incapacitated should be attended to in the **Temple**.
- If you have some extra gold, a trip to the **Shop** might be warranted.
- Make sure that each character is equipped with the right items. That shiny new sword you just bought is nothing but ballast unless you tell your character to use it!
- Every so often (especially after your characters make new levels) you might want to use the **Print character reference sheets...** feature so that you can have something to refer to (or crumple in anguish) during combat.



Why armor class is important

Touring the Maze



Enter the Maze just as you would enter any other Castle location, by double-clicking on the Maze icon. The Roster window will disappear and be replaced by the Maze window, and your party will move down the stairs into the Maze.

The Maze window displays a 3D view of the Maze passageways directly in front of you. By moving the mouse pointer onto the Maze window, you can indicate the direction you want to move in. The pointer changes in different areas of the window. When it is near the center, it will be a forward-pointing arrow, and clicking will move you forward. When it is on the left or right side of the window, it will become a left- or right-pointing arrow, and clicking will turn you 90° in that direction. You can also move using a cluster of keys instead of the mouse.

- [**W**] moves you one step forward.
- [**A**] turns you 90° left.
- [**D**] turns you 90° right.
- [**X**] turns you 180° about.

As you travel through the Maze, you will occasionally find unusual markings. These can represent stairs upwards and downwards, special passageways you might want to explore, and dark areas into which you cannot see. If you like, you can select the **Mark location** option, specially marking one square of the Maze. Besides keeping you from getting lost, this mark may aid you in mapping the Maze.

Mapping

Each time you enter the Maze, a dialog box tells you that you are at the foot of the staircase which links the Castle with the first (topmost) Maze level. If you go up these stairs, you'll be back in the Castle.

- You have just entered the Maze, and you see the dialog box described above. You always start on the first level, as far South and as far West in the Maze as you can be, facing North.

You may ask, WHO CARES? Well, in order to survive in the Maze, you must know with reasonable certainty WHERE YOU ARE and HOW YOU GOT THERE. The only way to know these things is to make accurate MAPS, and refine them every chance you get!

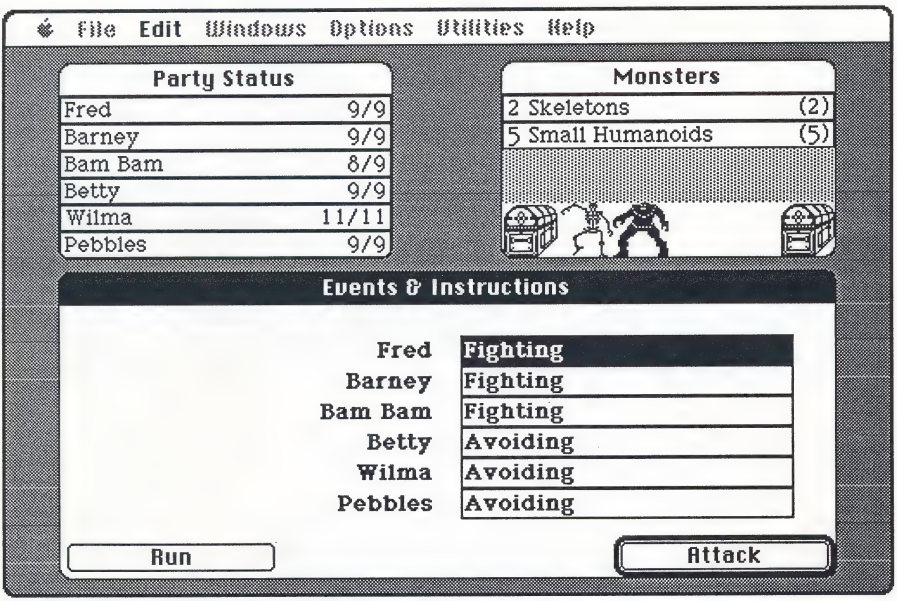
Mapping is, indeed, one of the most important skills that successful **Wizardry** players possess. Without good maps, you will get hopelessly lost, and eventually your characters will die! Mapping is not all that difficult, but it does take a little patience and practice.

Grab some of the MAP PLOTTING AID paper from the **Wizardry** box. Use this, or other graph paper, to chart your progress in the Maze. Be wary of nasty tricks designed to create inaccurate maps.

For your first few expeditions we recommend that you avoid monsters by running away from them, until you have become comfortable with mapping and with getting out of the Maze quickly when you have to.

Combat

Without some sort of challenge, **Wizardry** would just be a game of mapping. You will soon learn to be grateful to a particular group of individuals for providing this challenge. After all, who gathers together all the loot in the Maze so that your characters can find it in nice tidy packages? Who gives bloodthirsty adventurers something to look forward to? Who blasts ill-prepared party members to smithereens? This is the life-work of Monsters. Mastering the fighting techniques described here will help you make their job less rewarding.



Meet the Monsters

As your party is moving through the Maze, it may encounter a group of monsters guarding hoards of treasure. The monsters could be wandering around like you, or they may be inhabitants of a room you have just entered. Although some monsters are peace-loving vegetarians, the majority of them really do like the taste of a good "leg of adventurer," so it is likely that a fight will take place.

When you encounter hostile monsters, your party goes on full alert. The character, Party and Maze windows will disappear, and three **Combat Action windows** will be created. To remind you that you are fighting for your life, the arrow pointer will change to a little sword.

The first window, **Party Status**, gives a quick summary of each party member's condition, giving the name, current hit points and maximum hits for each person. If the character is incapacitated, then a description of his or her disability replaces the hit-points data. Poisoned characters are denoted by a small **p**.

The second window, **Monsters**, lets you know whom you are fighting. You can be opposed by up to four groups of monsters, with up to nine monsters in each group. You'll learn the number of monsters in each group, what each appears to be, and in parentheses, how many are currently able to fight. Each monster group is also represented by an icon in the bottom of the window. If they have a treasure chest, its icon will also be displayed.

The last window, **Events & Instructions**, will display the results of each round of fighting and spell-casting, giving you a blow-by-blow account of the combat. More importantly, this window is also the dialog box in which you enter your characters' actions.

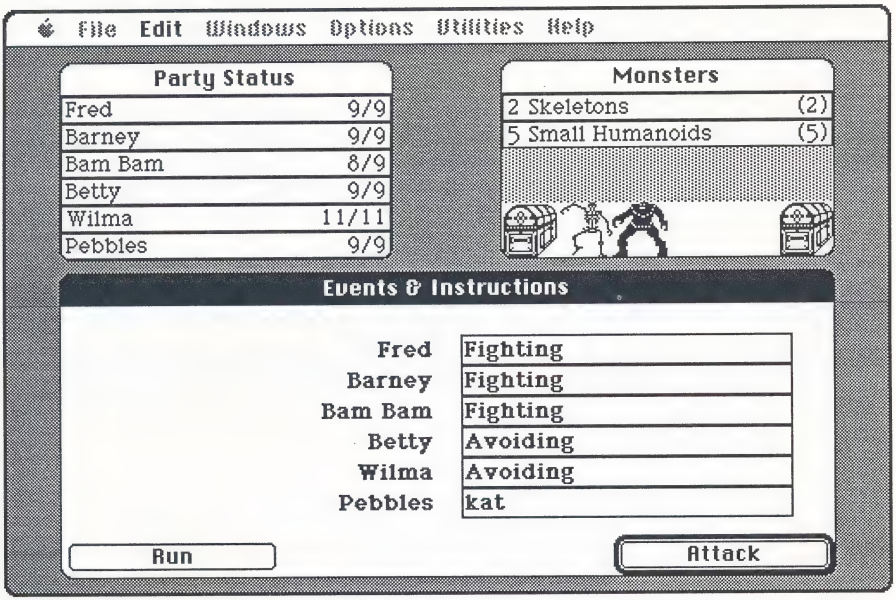
Combat encounters consist of series of rounds, which continue until either all the monsters have died or run away, your party manages to escape, or your entire party is slaughtered.

At the beginning of each round, you will have to decide whether to stand and fight ("stay the course"), or run away ("behave rationally"). To attempt to evade the monsters, click on the **Run** button. If you succeed, you'll take one step backwards and the combat will be over.

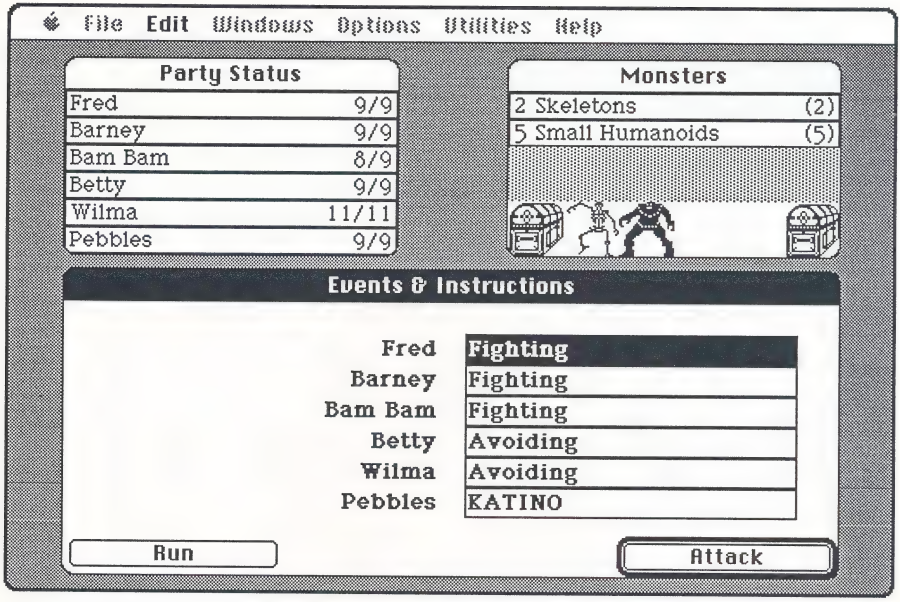
Should your efforts to escape fail, however, your opponents will attack before you've had time to select a strategy against them. You will then have to watch helplessly while the monsters clobber you for one round.

- **NOTE:** Only the first three characters in the Party Status window can physically attack the monsters. By the same token, the only party members who can suffer damage from a physical attack are the first three characters. Monsters may cast spells, however, on any or all members of the party. Should one of your characters die in combat, he or she will automatically be shifted to the "dead-last" position in the party as soon as the dust has settled. The deceased will be hauled around by the living adventurers until being revived or removed from the party. This will mean, of course, that the party member previously in fourth place will move up to the number-three slot, rendering him or her vulnerable to attack. This character will be able to fight, as well, with whatever weapons come to hand. Keep this in mind when organizing your party.

If you decide to stand and fight, you must then determine what each character will do. Next to each party member's name in the **Events & Instructions** window is a text box where you'll choose his or her action. Assuming that there are six active characters, the first three characters' actions will be preset to **Fighting** monsters, and the second three to **Avoiding** them, at the start of each round.



To choose the action being taken by a character, press [**Return**] repeatedly until that character's action box is highlighted. Then type in the desired action and press [**Return**] to enter it. You may also type just the initial letter or letters of the command.



The possible actions are:

• **Fight** the monsters. To do this, you must be in the front rank of the party. You need only type [**F**] or [**f**] and press [**Return**].

• **Avoid** the monsters. Generally, you only do this if there is nothing the character can do to help. Avoiding reduces the chance that the monsters will be able to attack you. You need only type [**A**] or [**a**] and press [**Return**].

• **Dispell** the monsters. Some monsters in the Maze, collectively termed "The Undead," are animate only through the power of great Evil. These monsters can sometimes be forced from the normal planes of existence back to the abyss from which they were summoned by taking a deep breath and Dispelling the little devils.

All Priests, and certain Bishops and Lords, have the ability to Dispell monsters. They do this with varying degrees of effectiveness, depending on the viciousness of the monsters, and on how well-heeled the spell-caster is. If your character has this power, you need only type [**D**] or [**d**] and press [**Return**].

• **Cast a spell**. Remember that characters can only cast spells they know, and must have spell points remaining at the appropriate level. Type the first few letters of the spell, enough to distinguish it from other names then press [**Return**]. At this point the full spell name will appear to confirm your order, unless there's a problem with spell points or knowledge. When you know a lot of spells, it's important to spell carefully!

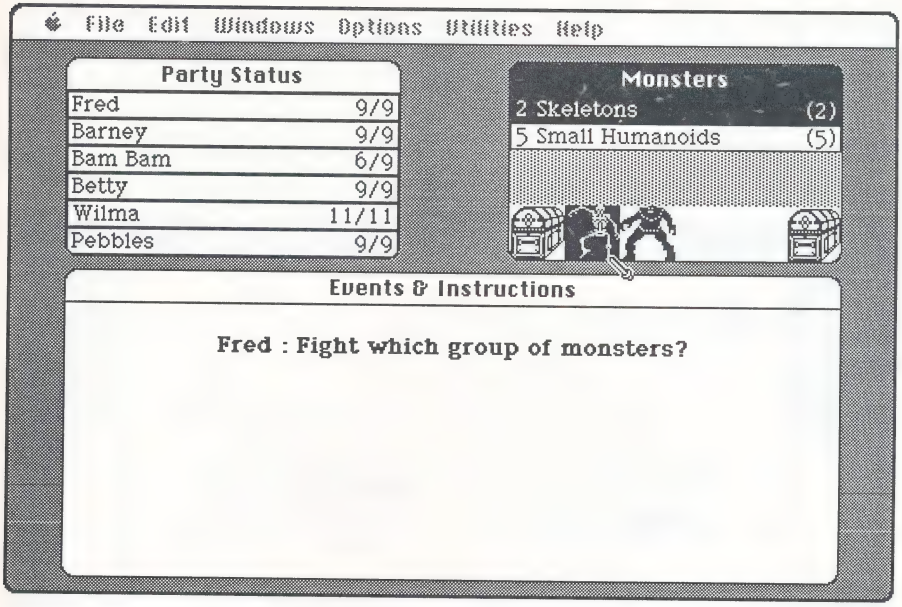
  • If you cannot remember what spells you can throw, a special spell search command will help you search for the right one. Each time you press ⌘**S**, the action box will display another combat-worthy spell that you know, and have a spell point available for casting. The sequence of spells is identical to that found in the spell books, except that anything you can't throw will be skipped.

• **Use an item**. Certain items can be used to cast magical spells. The use of such items does not require any spell knowledge, or cost you any spell points. Potions may be used only once, while Scrolls and Wands will last for roughly twenty uses before they are exhausted. If you know which position the spell-casting item has on your items list, type the number (from [**1**] to [**8**]) and press [**Return**]. The action box will then display the name of the equivalent spell.

  • If you don't know the item's number in the list, type ⌘**I** to search for an item with magical powers. Each time you press ⌘**I** the search will resume.

A short-cut: If you're choosing **F**)ight, **A**)void, or **D**)ispell, you can use the [⌘] key to mean "enter this letter, and then press [**Return**] for me". In other words, holding down the [⌘] key and pressing [**F**] does the same thing as pressing [**F**] followed by a [**Return**]. Finally, since the text boxes are standard Macintosh user-interface text areas, all the usual selection and control techniques will work.

Once you have made your selections, click **Attack**, and the computer will mediate the combat round. Through the three windows on your screen, you'll learn about the progress of the fighting, including casualties on both sides.



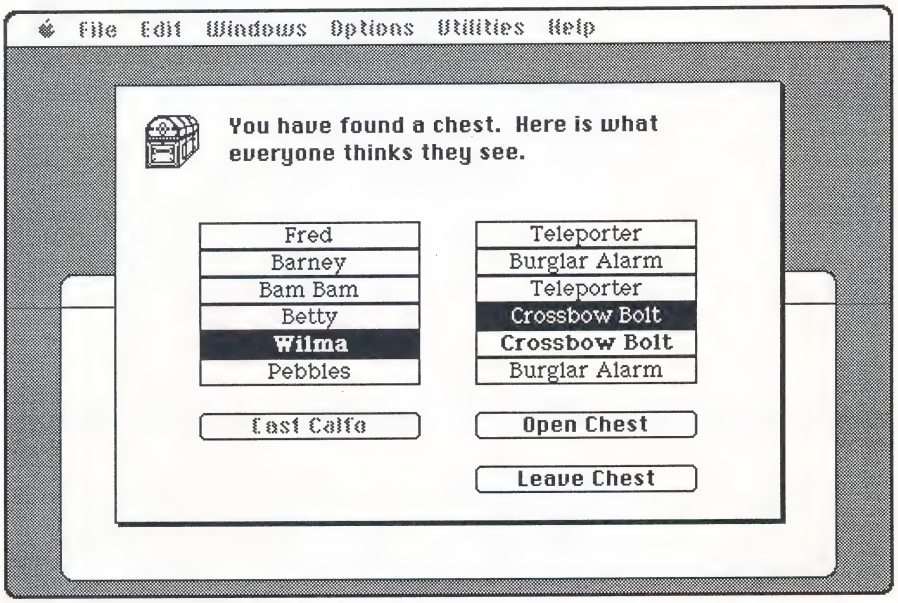
Sometimes, one of your characters will have a choice of which monster group to attack, and you'll be asked to select a target. Simply type the number of the unlucky monster group as it appears in the **Monsters** window ([**1**] through [**4**]), or click on the monsters' name or icon. The same procedure applies when you need to select a character as the recipient of a spell.

• If the combat messages are going by too slowly, holding down the [**Option**] key will make them go faster. After the combat, you may want to reduce the delay time, using the Options menu.

• Occasionally you will surprise the monsters. If this happens, you are entitled to a free round of attacks, with the restriction that you cannot cast spells. Your other sure-fire option is to **Run** away -- guaranteed to work if the monsters were surprised by you. Needless to say, sometimes the party will be ambushed, which has far less pleasant effects.

• Certain peaceful monster types may offer your party a truce. If you agree, the monsters will politely scram, letting you go about your business. If you refuse a truce, however, you'll surely have a fight on your hands. **Remember**: Monsters, like adventurers, may be inclined either toward Good or Evil. Strange things have been known to happen to those who respond innappropriately to peaceful overtures in the Maze. . .

When all of the sounds of battle have died down, the **Events & Instructions** window will show you how many **Experience points** each surviving party member will be awarded for his or her brave conduct. You don't earn any points for monsters who run away or for dispelling monsters. You'll also find out how many gold pieces each character earns. Regrettably, some groups of monsters are security-conscious, and like to hide their money and other valuables in...



Treasure Chests

The **Treasure Chest** display pops up at the end of an encounter if the monsters were guarding a chest. These little babies may be easy to pry open; on the other hand, they may be booby-trapped in such a way as to harm the person opening them. You'll see a list of all the fairly-healthy characters in your party on the left; on the right is a list showing what each character thinks is protecting the chest lid. Some characters will think they see **No Trap**, while others see a **Poison Needle**, a **Mage Blaster**, or other implements of destruction.

Party members whose names appear in **boldface** are Thieves and Ninjas, who are experts in these matters. Their opinions are to be highly regarded. Names which are in italics are those of party members who can cast Calfo spells to help identify the nature of the trap, if any.

If someone in your party can cast a Calfo, click on his or her name and then click on the **Cast Calfo** button. To the right of the caster's name will appear their spell-enhanced image of what's on the chest. If no Calfo casters are available, go on to the next step.

Pick a **boldface** character, if you have one, to open the chest; click on his or her name from the left-hand list. Then pick a character who thinks he or she sees something nasty on the chest and click on the nasty thing from the right-hand list. The idea is that this character is "pointing out" the trap he or she sees to the chest-opening character. Finally, click on the **Open Chest** button and stand back!

If the chest had no traps, or if you correctly identified the trap and succeeded in disarming it, you'll generally get all the goodies inside without any trouble. However, if you fail, or mis-diagnosed the problem, whoever attempted to **Open** the chest will be injured! Some traps, such as the dreaded Gas Bomb, can also harm the "innocent bystanders" in your party.

Of course, you may chicken out and decide not to try opening the chest, in which case you can click on **Leave Chest.** Too bad.

Lowering your Insurance rates

The first rule of the successful **Wizardry** player is "He who turns and runs away, lives to run another day." Don't be ashamed to run from encounters where the monsters have the upper hand. When first starting out, run back to the Castle often (even after each encounter) to rest, replenish your spells, and heal your wounded. Never go deeper into the dungeon until you are quite comfortable on the current level. Avoid the temptation to take on "just one more encounter." If your characters become poisoned, and you don't have magical means to cure them, run for the Castle as fast as you can!

- **HINT**: Use your spell-casting characters wisely. When you are fighting your first few groups of monsters, cast a KATINO spell, knocking out the opposition so that you'll have plenty of leisure time in which to slit their throats. Naturally, this will not work against certain monsters, and you'll have to run away from these creatures until you become more powerful.

Magic

The acquisition and careful use of MAGIC spells and items is of paramount importance to the successful adventurer. In certain situations, a good dose of magic can be worth almost any price.

Magical items range from potions and scrolls with limited effects to some of the most powerful artifacts known. Some can actually be bought in the Trading Post as readily as your grocer sells you a box of macaroni-and-cheese dinner mix. But most of the really important ones are found only after many hair-raising adventures in the depths of the Maze, and are usually guarded by fearsome monsters who dislike the cut of your jib.

Magic items may do many things. Generally they will do one or more of the following:

- Cast a spell, or have magical abilities you may invoke
- Alter Armor Class
- Change fighting ability
- Protect against certain monsters, or be helpful in killing them
- Be usable only by certain character classes

When magical items are first discovered in the Maze, their true nature is not known. Only Bishops, and the Trading Post, can **Identify** them. Even so, some items may have hidden qualities. And a few items are, let's face it, Cursed. When you have a cursed item in your possession and you **Equip** yourself with it, you will be stuck with it! This often has detrimental consequences, especially when your sword decides not to fight any more in the middle of a brawl.

While some items have the ability to throw spells, most spell-casting is done by Mages, Priests, and the like. There are a total of fifty spells, divided into Mage and Priest categories. Each category is further divided into seven levels of power, with the most potent spells at the higher levels. Spells can be cast only through the solemn utterance of a "power word," which you'll select from a list or enter at the keyboard.

Following is a complete description of all the spells used in **Wizardry**. For each spell, we've given you the name, a rough translation, the power level, where it can be cast, the area of its effect, and a brief description of its effects.

Mage Spells

Level 1 Mage spells

Spell Name **HALITO**
Translation LITTLE FIRE
Spell Level 1
Spell Type COMBAT
Area of Effect 1 MONSTER

HALITO causes a flame ball about the size of a baseball to strike a monster, inflicting from one to eight hit points of damage.

Spell Name **MOGREF**
Translation BODY IRON
Spell Level 1
Spell Type COMBAT
Area of Effect CASTER

MOGREF reduces the spell-caster's AC (Armor Class) by two points. The effects last for the entire encounter.

Spell Name **KATINO**
Translation BAD AIR
Spell Level 1
Spell Type COMBAT
Area of Effect 1 GROUP

KATINO causes most of the monsters in a group to fall asleep. KATINO only affects normal animal or humanoid monsters, and the duration of its effect is inversely proportional to the power of the monster. Sleeping monsters are easier to hit, and successful strikes do double damage!

Spell Name **DUMAPIC**
Translation CLARITY
Spell Level 1
Spell Type PEACETIME

DUMAPIC grants you insight into your party's position in the Maze: the exact displacement from the stairs leading to the Castle (vertically, North, and East), and the direction you're facing.

Level 2 Mage spells

Spell Name **DILTO**
Translation DARKNESS
Spell Level 2
Spell Type COMBAT
Area of Effect 1 GROUP

DILTO causes one group of monsters to be enveloped in darkness, which reduces their ability to defend themselves against your attacks.

Spell Name **SOPIC**
Translation GLASS
Spell Level 2
Spell Type COMBAT
Area of Effect CASTER

SOPIC causes the spell-caster to become transparent. This makes him or her harder to see; thus the caster's AC is reduced by four points during the encounter.

Level 3 Mage spells

Spell Name **MAHALITO**
Translation BIG FIRE
Spell Level 3
Spell Type COMBAT
Area of Effect 1 GROUP

MAHALITO causes a fiery explosion to erupt amid a monster group, doing four to twenty-four hit points of damage. As with other similar spells, monsters may be able to minimize the damage done. (Note the "MA-" prefix, meaning "big.")

Spell Name **MOLITO**
Translation SPARK STORM
Spell Level 3
Spell Type COMBAT
Area of Effect 1 GROUP

MOLITO causes sparks to fly about and damage about half the monsters in a group, to the tune of three to eighteen hit points. The monsters have no chance of avoiding the sparks.

Level 4 Mage spells

Spell Name **MORLIS**
Translation FEAR
Spell Level 4
Spell Type COMBAT
Area of Effect 1 GROUP

MORLIS causes one group of monsters to fear the party greatly. The effects are the same as a double-strength DILTO spell.

Spell Name **DALTO**
Translation BLIZZARD BLAST
Spell Level 4
Spell Type COMBAT
Area of Effect 1 GROUP

DALTO is similar to MAHALITO except that extreme cold replaces flames. In this case, anywhere from six to 36 points of damage are inflicted.

Spell Name **LAHALITO**
Translation FIRE STORM
Spell Level 4
Spell Type COMBAT
Area of Effect 1 GROUP

LAHALITO is an industrial-strength MAHALITO. . .quite the flamethrower for those extra-irksome monsters. LAHALITO will inflict from six to 36 hit points of damage. (The "LA-" prefix signifies "great.")

Level 5 Mage spells

Spell Name **MAMORLIS**
Translation TERROR
Spell Level 5
Spell Type COMBAT
Area of Effect ALL MONSTERS

MAMORLIS is similar to MORLIS, in that it causes monsters to be gripped by an incapacitating fear of the party. The difference is that all monster groups are affected by it.

Spell Name **MAKANITO**
Translation DEADLY AIR
Spell Level 5
Spell Type COMBAT
Area of Effect ALL MONSTERS

Any air-breathing monsters of less than eighth level (i.e., having no more than 35-40 hit points each) are killed outright by this spell. More potent creatures are not as impressed by it.

Spell Name **MADALTO**
Translation FROST KING
Spell Level 5
Spell Type COMBAT
Area of Effect 1 GROUP

MADALTO is a supercooled DALTO, causing eight to 64 hit points of damage. All monsters suffer from it, to some degree.

Level 6 Mage spells

Spell Name **LAKANITO**
Translation SUFFOCATION
Spell Level 6
Spell Type COMBAT
Area of Effect 1 GROUP

All monsters in the group subjected to this spell die. But if they do not depend on air, or if they're especially magic-resistant, you're in trouble.

Spell Name **ZILWAN**
Translation DISPELL
Spell Level 6
Spell Type COMBAT
Area of Effect 1 MONSTER

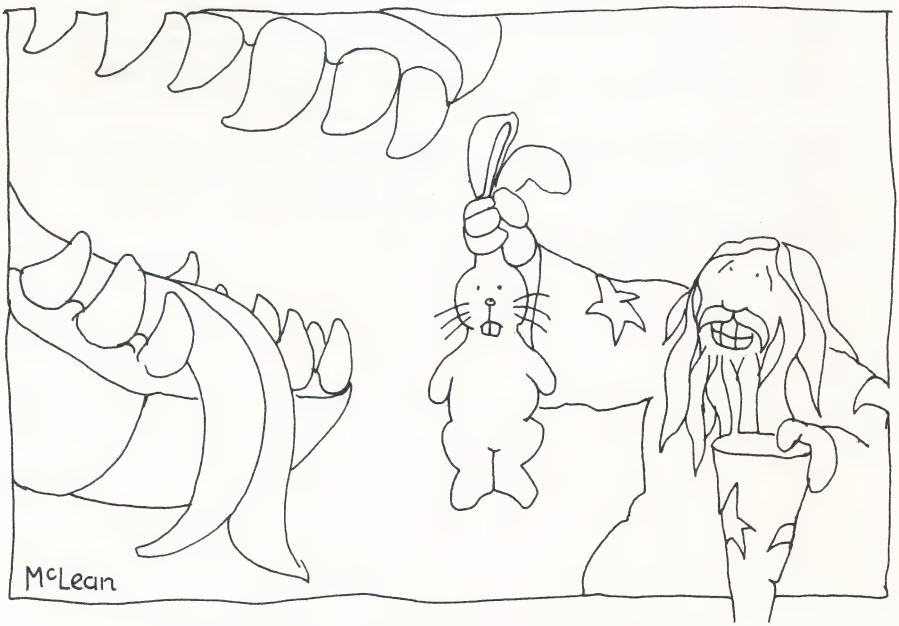
This spell will destroy any one monster of the Undead variety.

Spell Name **MASOPIC**
Translation BIG GLASS
Spell Level 6
Spell Type COMBAT
Area of Effect ENTIRE PARTY

This spell duplicates the "transparency" effects of SOPIC for the whole party. Each party member's AC is reduced by four points for the duration of the encounter.

Spell Name **HAMAN**
Translation BEG & GROVEL
Spell Level 6
Spell Type COMBAT
Area of Effect UNKNOWN

This spell is indeed terrible, and may backfire on the caster. Thirteenth- (or higher) level characters may cast it, but doing so will drain them of one level of experience. The effects of HAMAN are strange and wonderful.



What happens when you stutter during spell casting

Level 7 Mage spells

Spell Name	**MALOR**
Translation	TELEPORT
Spell Level	7
Spell Type	ANY TIME
Area of Effect	ENTIRE PARTY

This spell's effects depend on the situation in which the party finds itself when it is cast. MALOR will teleport the entire party from one location to another.

More about MALOR. When used in the heat of battle, MALOR's effects are random, although you will not be teleported away from the current Maze level. Casting it at other times, when there is more chance for concentration, affords you the opportunity to move the party anywhere in the Maze. **Be Warned**, however, that if you teleport yourself outside the Maze, or into an area that is solid rock, you will all be **Lost forever**, so this spell is to be used with great caution. Combat use of MALOR will not "rock" you.

User-directed teleportation, available only in the relative tranquility of peacetime, involves three scroll bars. Each bar selects displacement in one of the three directions (North/South, East/West, and up/down in the Maze) from your current position. The number of steps or levels you'll be moved when you click on the **Teleport!** button appears in the labels for each scroll bar. Using the **Cancel** button lets you change your mind, but that seventh-level spell point is already gone.

Spell Name	**MAHAMAN**
Translation	BESEECH
Spell Level	7
Spell Type	COMBAT
Area of Effect	UNKNOWN

The same restrictions apply to this spell as do to HAMAN. However, the range of possible effects is even greater. This spell is generally used only when there is no other hope for survival.

Spell Name	**TILTOWAIT**
Translation	KA-BLAM!
Spell Level	7
Spell Type	COMBAT
Area of Effect	ALL MONSTERS

The effect of this spell may be likened to that of a small, well-contained, nuclear fusion explosion. Luckily, the party is shielded from its effects. The monsters are not so lucky. This spell will wreak from ten to 100 hit points worth of havoc.

Priest Spells

Level 1 Priest spells

Spell Name **KALKI**
Translation BLESSINGS
Spell Level 1
Spell Type COMBAT
Area of Effect ENTIRE PARTY

KALKI reduces the AC (Armor Class) of all party members by one point, and thus makes them harder to hit.

Spell Name **DIOS**
Translation HEAL
Spell Level 1
Spell Type ANY TIME
Area of Effect 1 PERSON

DIOS restores from one to eight lost hit points to a party member. It will not bring the dead back to life.

Spell Name **BADIOS**
Translation HARM
Spell Level 1
Spell Type COMBAT
Area of Effect 1 MONSTER

BADIOS causes from one to eight hit points of damage to be inflicted on a monster, and may kill it. It is the reverse of DIOS. (Note the "BA-" prefix, which usually means "not.")

Spell Name **MILWA**
Translation LIGHT
Spell Level 1
Spell Type ANY TIME
Area of Effect ENTIRE PARTY

MILWA causes a softly glowing magic light to accompany the party, revealing all secret doors (glimpsed only on rare occasion without such aid). This spell lasts only a short while.

Spell Name **PORFIC**
Translation SHIELD
Spell Level 1
Spell Type COMBAT
Area of Effect CASTER

PORFIC lowers the AC of the caster considerably. The effects last for the duration of combat.

Level 2 Priest spells

Spell Name **MATU**
Translation ZEAL
Spell Level 2
Spell Type COMBAT
Area of Effect ENTIRE PARTY

MATU has the same AC-reducing properties as KALKI, but at double the strength -- i.e., AC is lowered by two points for everyone.

Spell Name **CALFO**
Translation X-RAY VISION
Spell Level 2
Spell Type LOOTING
Area of Effect CASTER

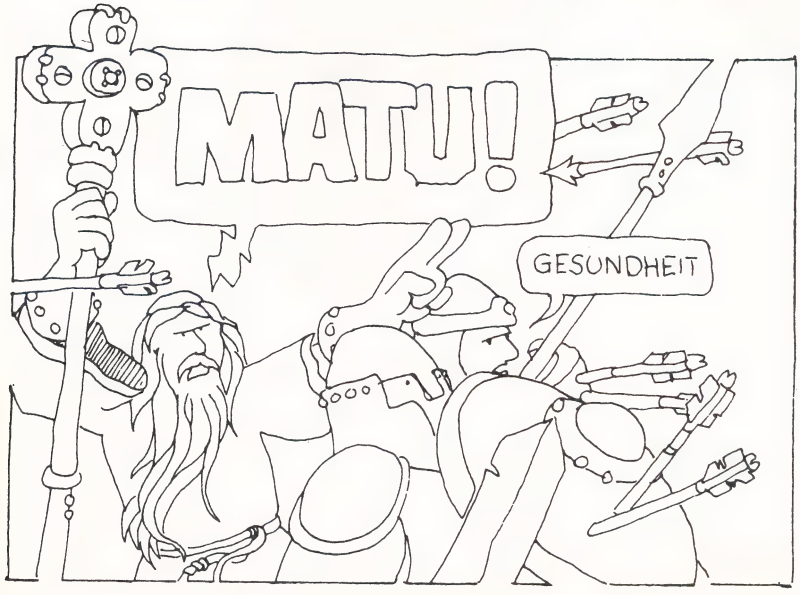
CALFO permits the caster to determine the exact nature of a trap on a treasure chest 95% of the time. This spell may be used only when looking at a chest.

Spell Name **MANIFO**
Translation STATUE
Spell Level 2
Spell Type COMBAT
Area of Effect 1 GROUP

MANIFO causes some of the monsters in a group to become stiff as statues for one or more melee rounds. The chance of success, and the duration of the effects, depend on the power of the target monsters.

Spell Name **MONTINO**
Translation STILL AIR
Spell Level 2
Spell Type COMBAT
Area of Effect 1 GROUP

MONTINO causes the air around a group of monsters to stop transmitting sound. As with MANIFO, various monsters will react differently to the spell. Monsters and Party members under MONTINO's influence cannot cast spells, as they are unable to utter the magic words!



Level 3 Priest spells

Spell Name **LOMILWA**
Translation MORE LIGHT
Spell Level 3
Spell Type ANY TIME
Area of Effect ENTIRE PARTY

LOMILWA is a MILWA spell that lasts until the party returns to the Castle.

Spell Name **DIALKO**
Translation SOFTNESS
Spell Level 3
Spell Type ANY TIME
Area of Effect 1 PERSON

DIALKO cures monster-induced paralysis, and removes the effects of MANIFO and KATINO from one member of the party.

Spell Name **LATUMAPIC**
Translation IDENTIFICATION
Spell Level 3
Spell Type COMBAT
Area of Effect ENTIRE PARTY

LATUMAPIC makes it readily apparent exactly what the opposing monsters are. This spell lasts until the party returns to the Castle.

Spell Name **BAMATU**
Translation PRAYER
Spell Level 3
Spell Type COMBAT
Area of Effect ENTIRE PARTY

BAMATU reduces the AC of each party member by four points, for the duration of combat.

Level 4 Priest spells

Spell Name	**DIAL**
Translation	CURE
Spell Level	4
Spell Type	ANY TIME
Area of Effect	1 PERSON

DIAL is similar to DIOS (only better), and restores two to sixteen hit points to a party member.

Spell Name	**BADIAL**
Translation	WOUND
Spell Level	4
Spell Type	COMBAT
Area of Effect	1 MONSTER

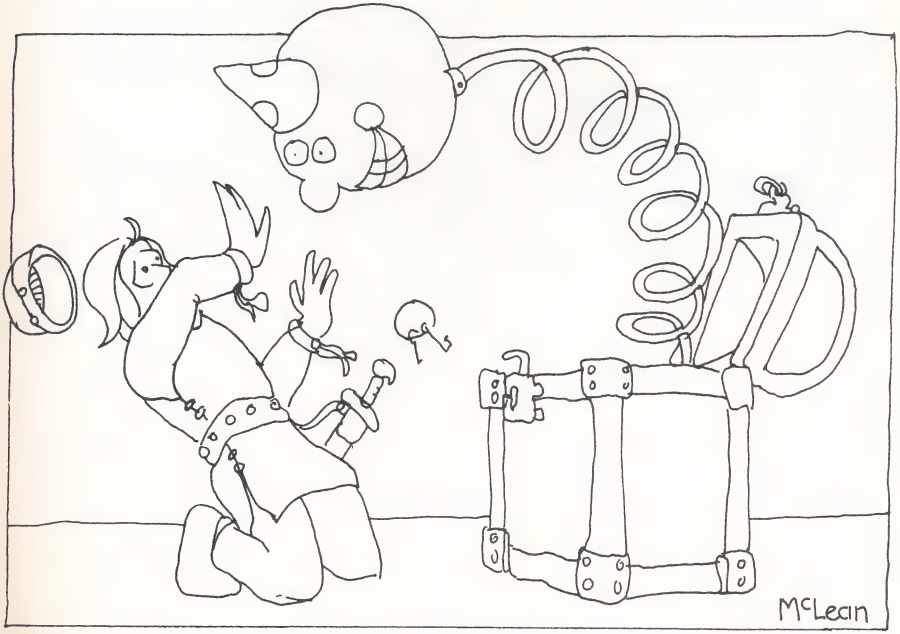
BADIAL inflicts two to sixteen hit points of damage to a monster.

Spell Name	**LATUMOFIS**
Translation	CURE POISON
Spell Level	4
Spell Type	ANY TIME
Area of Effect	1 PERSON

LATUMOFIS makes a poisoned person fit and whole again. (**Note** that poison causes a character to lose hit points steadily during movement and combat).

Spell Name	**MAPORFIC**
Translation	BIG SHIELD
Spell Level	4
Spell Type	ANY TIME
Area of Effect	ENTIRE PARTY

MAPORFIC is an improved PORFIC, with effects that last for the entire expedition.



How not to open a chest

Level 5 Priest spells

Spell Name **DIALMA**
Translation BIG CURE
Spell Level 5
Spell Type ANY TIME
Area of Effect 1 PERSON

DIALMA restores three to twenty-four hit points of damage sustained by a character. (Note the "-MA" suffix, meaning "greatly.")

Spell Name **BADIALMA**
Translation BIG WOUND
Spell Level 5
Spell Type COMBAT
Area of Effect 1 MONSTER

BADIALMA inflicts three to twenty-four hit points of damage.

Spell Name **LITOKAN**
Translation FLAME TOWER
Spell Level 5
Spell Type COMBAT
Area of Effect 1 GROUP

LITOKAN causes a pillar of flame to strike a group of monsters, doing three to twenty-four hit points of damage to each. As with many spells affecting entire groups, however, there's a chance that individual monsters will be able to evade or minimize its effects. And some monsters will be resistant to the spell.

Spell Name **KANDI**
Translation LOCATION
Spell Level 5
Spell Type PEACETIME
Area of Effect 1 PERSON

KANDI allows the user to locate characters in the Maze. It tells on which level, and in roughly what area, the person may be found.

Spell Name **DI**
Translation LIFE
Spell Level 5
Spell Type PEACETIME
Area of Effect 1 PERSON

DI causes a dead person to be resurrected. The renewed character has but one hit point. Also, this spell is not as safe or effective as using the Temple.

Spell Name **BADI**
Translation DEATH
Spell Level 5
Spell Type COMBAT
Area of Effect 1 MONSTER

BADI treats the affected monster to a coronary thrombosis. It may or may not cause death to occur.

Level 6 Priest spells

Spell Name **LORTO**
Translation BLADES
Spell Level 6
Spell Type COMBAT
Area of Effect 1 GROUP

LORTO causes sharp blades to slice through a group, causing six to 36 points of damage.

Spell Name **MADI**
Translation REGENERATION
Spell Level 6
Spell Type ANY TIME
Area of Effect 1 PERSON

MADI causes all hit points to be restored and cures any condition but death.

Spell Name **MABADI**
Translation MAIMING
Spell Level 6
Spell Type COMBAT
Area of Effect 1 MONSTER

MABADI causes all but one to eight hit points to be removed from the target.

Spell Name **LOKTOFEIT**
Translation RECALL
Spell Level 6
Spell Type COMBAT
Area of Effect ENTIRE PARTY

LOKTOFEIT causes all party members to be teleported back to the Castle, minus all their equipment and most of their gold. There's also a good chance that this spell will not work.

Level 7 Priest spells

Spell Name **MALIKTO**
Translation WRATH
Spell Level 7
Spell Type COMBAT
Area of Effect ALL MONSTERS

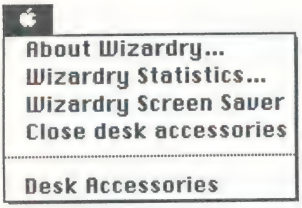
MALIKTO inflicts twelve to 72 hit points of damage on all monsters. None can escape or minimize its effects.

Spell Name **KADORTO**
Translation RESURRECTION
Spell Level 7
Spell Type ANY TIME
Area of Effect 1 PERSON

KADORTO restores the dead to life as does DI (with the same drawbacks). KADORTO, however, restores all hit points, and even works on characters who have been reduced to Ashes.

Appendices

The Wizardry Menus



In addition to the usual desk accessories, the menu provides the following features:

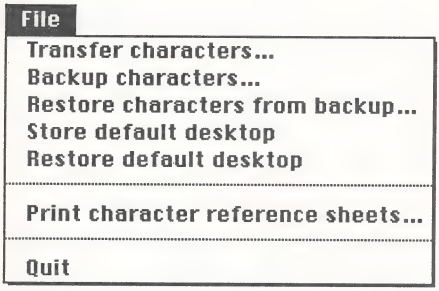
- **About Wizardry...** is the **Wizardry** title and credits page.

- **Wizardry Statistics...** displays a page of handy statistics about your playing history.

- **Wizardry Screen Saver** is useful when you have to leave your Macintosh alone for awhile. It inverts the screen image every 30 seconds, ensuring that no "dot burn-in" occurs on your monitor. The screen saver feature is automatically invoked if you do nothing with the mouse or keyboard for more than a few minutes.

- **Close desk accessories** closes all active desk accessories.

Desk accessories work as you would expect, with one restriction. If you are using desk accessories while playing **Wizardry** on a 128K Macintosh, you will be unable to continue the game until all the accessories are closed. When you open the first desk accessory, most of the menu items will grey out to remind you of this restriction.



The **File** menu controls all disk-related functions of the game. It allows you to:

• **Transfer characters...** from one duplicate Scenario disk to another. You cannot transfer characters to a full Roster, or transfer anyone to a Roster which already contains a character of the same name. Characters to be moved must be alive and in the Castle.

• **Backup characters...** from the Roster to a small file, especially established for this purpose, on a disk. It's a good idea to do this fairly often in case something catastrophic happens to your Scenario disk(s). If more than one person is playing **Wizardry**, you can also use this feature to allow each user to have a complete set of 20 characters. The entire contents of the Roster will be backed up as a unit. You may set up backup files on Scenario disks, or on a separate disk for added security.

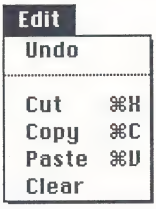
• **Restore characters from backup...** replaces the entire Roster with the contents of the backup file you select. **Note that this will wipe out any characters currently in the Roster!**

• **Store default desktop** stores the current screen positions of windows and application icons. The next time you start the game, the desktop will come up in this exact state. Thus, if you don't like our display setup, you can devise an arrangement you prefer and store this as your default.

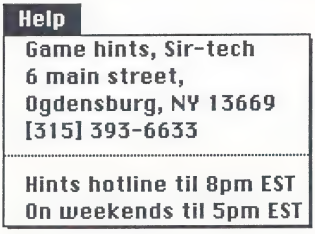
• **Restore default desktop** restores the windows and application icons to the positions they were in when you last used **Store default desktop.**

• **Print character reference sheets...** allows you to print handy listings of any character(s) in the Roster, one character per page.

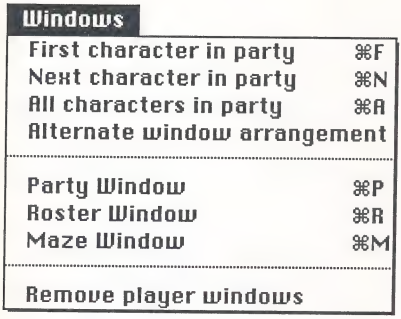
• **Quit** exits the game. You can also quit by double-clicking on the Quit icon, which you will find hidden under the Roster window.



The **Edit** menu contains the standard **"Undo/Cut/Copy/Paste/Clear"** items. **Wizardry** fully supports cut-and-paste options where appropriate.



The **Help** menu does nothing but list the address and phone number of the Sir-tech hints hotline.



The Windows menu contains options that let you control the game's windows.

- **First character in party** (⌘**F**) selects the first character icon in the Party window, opens his or her information window (if not already open) and brings the window to the front of the desktop.

- **Next character in party** (⌘**N**) checks to see which character's information window (if any) is frontmost on the desktop. It then selects the next character in the Party window, opens the information window for it, if not already open, and brings it to the front of the desktop.

    - **NOTE**: If no character windows are open, **Next character in party** and **First character in party** are equivalent.

- **All characters in party** (⌘**A**) opens windows for all party members, closes windows for characters not in the party, and organizes the windows neatly.

- **Alternate window arrangement** moves all the open windows of party members to the bottom of the screen, and arranges them so that only the first line of their information displays is visible. This arrangement is useful when exploring the Maze.

- **Party window** (⌘**P**), **Roster window** (⌘**R**), and **Maze window** (⌘**M**) bring the indicated windows to the front of the desktop.

- **Close player windows** closes all previously opened player windows.

In addition to the listed options, holding down the ⌘ key and pressing [**1**], [**2**], [**3**], [**4**], [**5**], or [**6**] will open the information window for that numbered character in the party (if not already open) and bring the window to the front of the desktop.

The Options menu contains some useful options and conveniences:

- **Dump Swag Bag** (⌘**D**) drops all the items in the Swag Bag. You'll be asked if you really want to do this.

- **Save party state** (⌘**S**) ensures that all current party status information has been written back to disk. (**Wizardry** automatically does this every 3 minutes.)

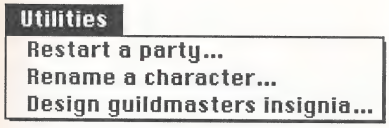
- **Mark location** (⌘**L**) places a mark on the floor of the Maze at your current position. This option is useful for mapping.

- **Enlarge Maze window** makes the Maze window twice as big. This menu item then becomes **Reduce Maze window.**

- **Disband party** moves all characters from the party back into the Roster, and removes their windows from the desktop. This option works only in the Castle (when the Roster is visible).

- **Divvy gold** combines the gold of all the party members, and then divides it equally among them.

- The **No message delay**, **Half second delay**, **1 second delay**, **2 second delay**, **5 second delay** and **Continue button** settings determine the length of time messages remain on the screen. Selecting **Continue button** will force **Wizardry** to ask you if it is okay to continue after each message. If you want **Wizardry** to skip any delay that it is performing, hold down the [**Option**] key.



The Utilities menu contains three essential utilities:

- **Restart a party...** lets you resume an expedition you interrupted during a previous session by **Quit**ting. You will be asked for the name of one of the party members OUT in the Maze. This character must be alive. You'll be transported to that character's last known location in the Maze. The other party members will be close at hand. The party may not be in its original marching order, and any protective spells will have worn off.

- **Rename a character...** lets you change the name of a character. The new name cannot exceed fifteen typed characters in length (letters, numbers, and spaces).

- **Design Guildmaster's insignia...** lets you customize the icons of certain adventurers. The highest-level characters of each class are the Guildmasters. These characters are accorded several honors, including this "award of arms." Characters must have attained the 7th level of experience before they can become Guildmasters.

Short-cuts

Almost everywhere in the game, the keyboard can be used as a substitute for the mouse.

- Whenever you see a button surrounded by a darker border, you can press [**Enter**] or [**Return**] to choose that button's action.

- When presented with a **YES/NO** decision box, you can press [**Y**] for yes or [**N**] for no. Note that the NO button has a dark border around it, so [**Return**] and [**Enter**] mean NO.

Just because you're paranoid...

Do not assume that we have told you about everything in the game. We feel that part of the fun of Macintosh **Wizardry** is finding all the interesting features and short-cuts that we have managed to hide here and there. So feel free to experiment and find out where the hidden goodies are.

- If you find one, that means that we did a good job anticipating the things we thought you might try.

- If you do something unusual, and nothing happens, then maybe you have thought of a feature that should be in the game, but isn't. Tell us about it, and if it is reasonable and do-able, we may add it.

Glossary of terms

Age: As adventuring in the Maze is definitely a young person's game, characters over the age of 50 will gradually become more feeble until they must be retired, with full benefits, by the player.

Alignment: A character's ethical bent; either Good, Neutral, or Evil.

Armor Class: The degree of protection from attack enjoyed by an adventurer.

Castle: The center of activity in the game. The Hotel, Temple, and Shop are located in the Castle, the Training Grounds are nearby, and the entrance to the Maze is situated directly underneath.

Character: One of up to twenty "actors" through whom you live out an adventure. Each character has unique capabilities, strengths, and weaknesses, partly determined by the player, partly by luck, and partly by experience. A group of up to six characters adventuring together make up a party.

Class: A character's occupation. Classes include Fighter, Mage, Priest, Thief, Bishop, Samurai, Lord, and Ninja.

Death: What happens to a character when his Hit Points go to zero. In **Wizardry**, death may be only a temporary inconvenience.

Equip(ping) Items: The process of placing some of a character's own items in a position to be used during combat.

Experience points: A numerical representation of a character's proficiency. Party members surviving fights with monsters earn experience points based on the nastiness of their opponents. When a character accumulates enough experience points, he may become more powerful by reaching a higher level.

Gold: The currency in circulation in and around the Castle.

Guildmaster: The character who has attained the highest experience level within any given Class. Must be of the seventh experience level or higher. Guildmasters are accorded several special powers:

- When attacking monsters, they have a 5% better chance of hitting their targets, and may be granted an extra round of attack.
- Their Armor Class rating is reduced by one point.
- They are granted one extra spell point per Mage or Priest spell level.
- They may custom-design their own insignia.

Hit Points: The amount of damage a character can sustain before death.

Identify (an item): Determine the true nature of an item. Bishops can perform this function without charge; Boltac will help you out for a modest fee.

Item: An object carried or found by characters. Items include weapons, armor, and other things, with which characters may or may not equip themselves from time to time. Items may be traded among characters using the Swag Bag, or bought and sold in the Shop. Some items have magic properties.

Level: The word "level" has three distinct meanings in **Wizardry**.

- Characters' level of ability gradually rise with experience.
- Spells have seven different power levels.
- The Maze has several floor levels.

Map: What every adventurer needs to negotiate the corridors of the Maze.

Master Disk: The disk included in the **Wizardry** package. You never play on the Master disk. Instead, you make a copy of it (called the Scenario Disk) and play on the copy.

Maze: The system of underground passageways in which the adventure takes place. The party travels through the Maze in search of adventure, loot, and immunity from Federal prosecution. The Maze is displayed in 3-D perspective.

Monsters: Creatures found in the Maze, usually hostile to members of your party. Monsters travel in groups, as your characters do, and sometimes guard Treasure Chests.

Party: A group of up to six characters assembled from the Roster for an expedition. Party members must be of compatible alignment.

Pool(ing) Gold: Assigning all the gold held by the party to a single character.

Race: A character belongs to one of 5 races: Human, Elf, Dwarf, Gnome, or Hobbit. See also Class.

Roster: The field of characters from which several may be selected to adventure together. Up to twenty characters may remain on the Roster.

Scenario: One of several **Wizardry** games, each with different story lines. This scenario is called **Proving Grounds of the Mad Overlord**.

Scenario Disk: A copy of the Master disk which you must make to play the game.

Spell: A magic formula used to invoke supernatural aid. Certain character classes are particularly adept at learning to use these.

Spell points: A character's available "throws" for each type and level of spell.

Status: A description of what condition your characters are in.

Swag Bag: Handy sack into which party members can drop excess items.

Trap: One of a number of nasty gadgets that can be attached to treasure chests.

Treasure: Gold and valuable items found in the Maze, always guarded by monsters.

Treasure Chest: A sealed box guarded by monsters, containing gold and items. May be hard to open; may not treat you very nicely if and when you do get it open.

You: Have reached the end of the manual. Congratulations! Now go have some fun!

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SIR-TECH SOFTWARE INC.
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OGDENSBURG, NEW YORK 13669
315-393-6633

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Ultima VII

PROVING GROUNDS

SIRTECH
SOFTWARE, INC.

Chapter 1

Ultima

PROVING GROUNDS

SIRTECH SOFTWARE INC.

(ちがう…!)

MAC

Wizardry®

PROVING GROUNDS OF THE MAD OVERLORD

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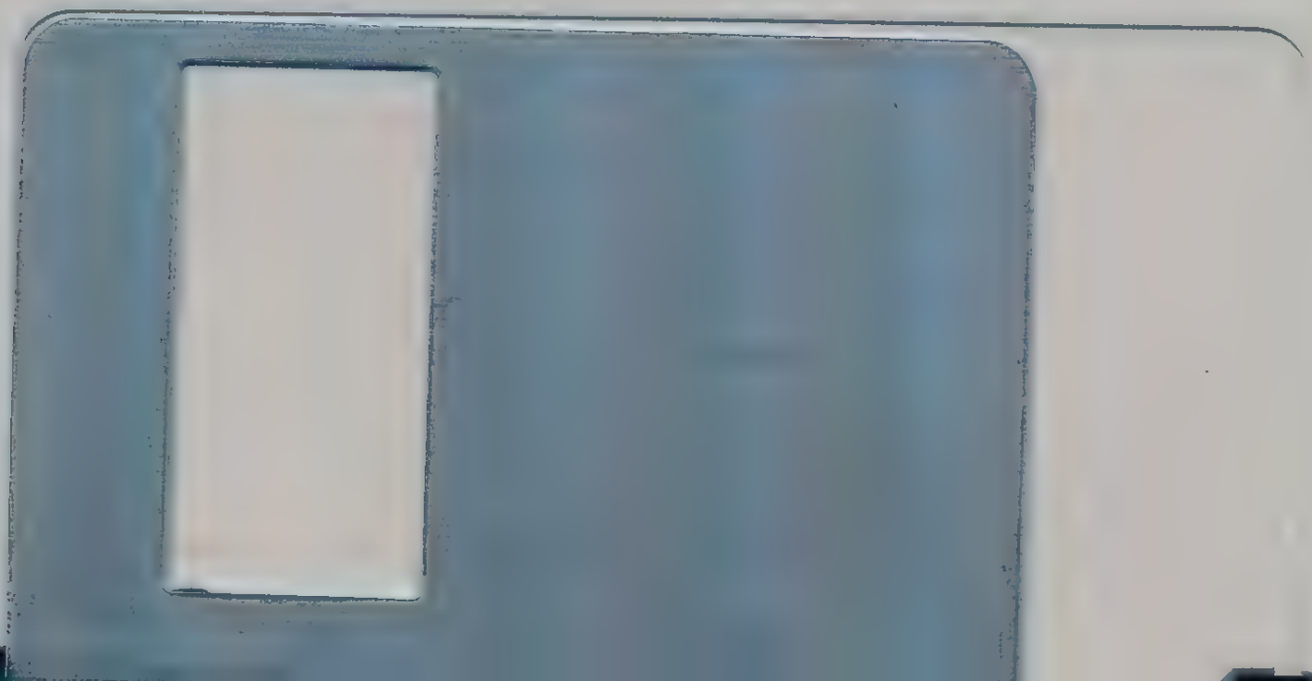

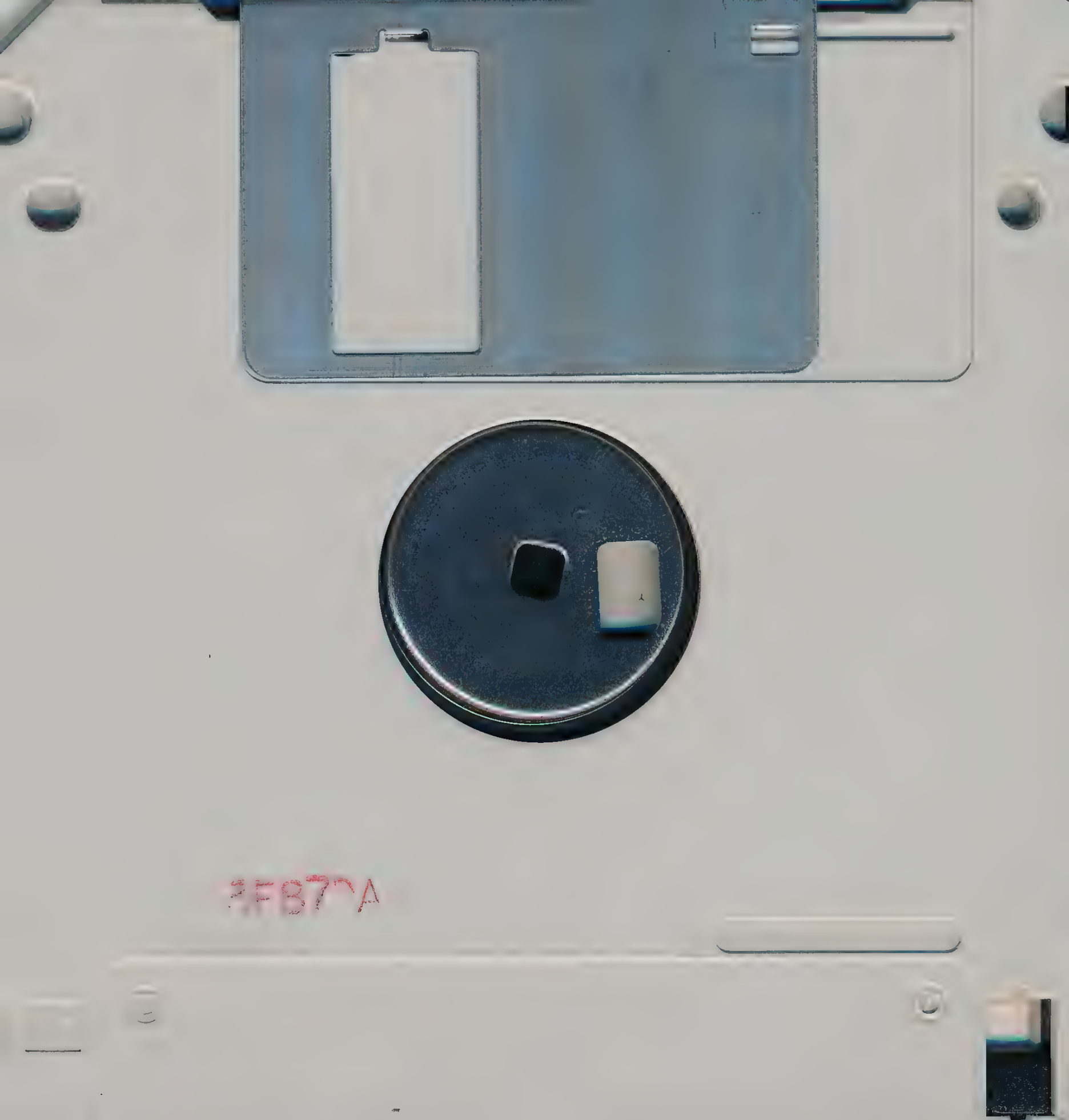

Notice for Owners of a 128K Macintosh

The Wizardry program is much too big to fit in your machine all at once, so Wizardry automatically divides itself into many small segments that share your Macintosh's memory.

Due to a peculiarity in the way the Macintosh deals with this situation, it is remotely possible that you can run out of memory when playing on a 128K machine.

If this happens, don't panic. The worse that can happen is the loss of a few minutes of play because the Macintosh automatically saves the game every so often to your disk. Simply restart the program and pick up where you left off. You can also use the "save party state" option to insure that the game state has been saved to your disk.

If you do run out of memory, please write us and tell us what you were doing when you got it, and what you had been doing before it happened. This will let us track down the "bottleneck" and fix it.

SIR-TECH SOFTWARE INC.
P.O. Box 245, 323 Washington St.
Ogdensburg, New York 13669
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MAP PLOTTING AID

SCENARIO: _____ LEVEL: _____

NOTES:

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Which magazines do you read? _____

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Age of purchaser: ☐ under 10 ☐ 10-13 ☐ 14-18 ☐ 19-24 ☐ 25-34 ☐ 35-50 ☐ over 50

Age of primary user: ☐ under 10 ☐ 10-13 ☐ 14-18 ☐ 19-24 ☐ 25-34 ☐ 35-50 ☐ over 50

Sex of purchaser: ☐ male ☐ female Sex of primary user: ☐ male ☐ female

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Tips on Keeping Your Computer Healthy

We hope you are getting a byte or two out of your computer each day. Here are a few tips on prolonging the life of your software.

Clean Your Disk Drives

Cleaning your disk drives takes only a few minutes and makes them work better. Clean your drives every second week.

Get Your Drives Tuned

A majority of disk problems are caused by misaligned disk drives. Your most valued software could be damaged. So protect your investment—get your **drives aligned** and **speed adjusted** at least twice a year at your dealer.

Protect Your Computer's Power

Computers like a steady power supply. However, large appliances or equipment send spikes down a power line. These power spikes cause memory glitches and can alter software if you were writing to the disk when a transient happened. A surge suppressor such as a Blitz Bug will prevent power surges. At $25 to $50, they are a good investment.

Follow these tips and you will probably never have a problem with your software. Our experience has been that at least 97% of reported software problems are caused by unmaintained computers. Your dealer is in business to support you. If you have any questions, go see him, he will be happy to help you.

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